

THE BEST GUIDE TO CD32 SOFTWARE IN THE WORLD

AMIGA CD32 GAMER

Role Call

Team17 present The Speris
Legacy for CD32

Watchtower

Commando lives on

Gloom II

PREVIEWED INSIDE

Your brilliant CD packed with
playable demos should be here.
If it isn't, see your newsagent.

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(WITH COVER CD)

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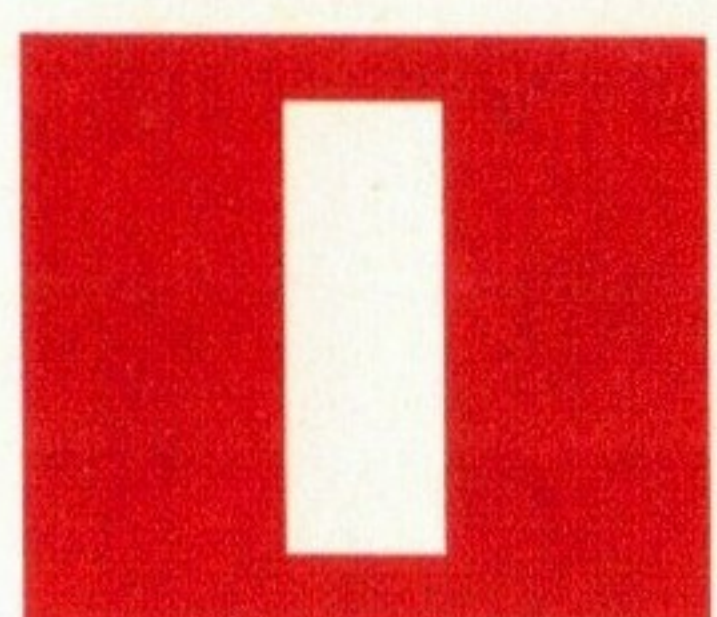


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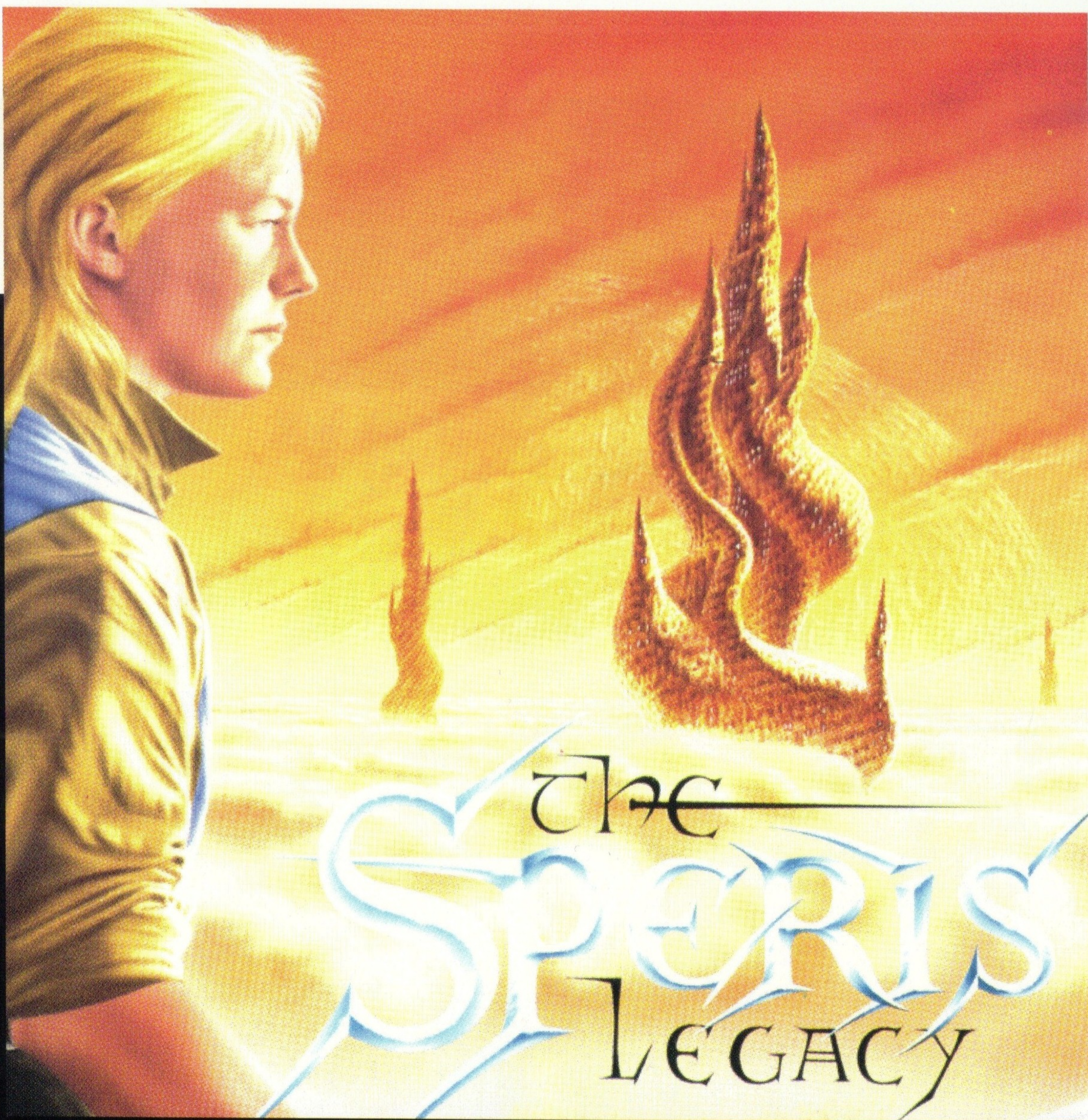
INSIDE : ALL THE LATEST CD32 NEWS AND REVIEWS

S T E N T O



It's been another triumphant month for the Brits in sporting feebleness. Nigel been got beaten by a 9-2 no-hoper and our cricketing heroes have excelled themselves once again. Even by their poor standards getting stuffed by a load of beered up Aussie supporters has to go down as something of a national disgrace. In the light of such endeavours the CD32's lack of software support doesn't seem quite so bad. The bright spark award this month must go to OTM for their second contribution to the cause in as many months. Watchtower's a good if mindless blast. It's becoming increasingly apparent we're going to have to start looking to smaller publishers for our software fix in the future but these guys are not letting us down. And don't forget Effigy who gave us the cool *Pinball Prelude* a couple of months back. If there are any budding programmers reading this who have any games they think might have what it takes, get in touch with one of these companies. If its up to scratch you might just get it released. That's how Watchtower's creators managed it. A game ignored by the big boys for being perhaps too derivative but what the hell if it's fun to play! We're looking to the grass roots now so don't hold back. Fame and fortune could be a simple phonecall away. Think about it and enjoy the rest of the mag.

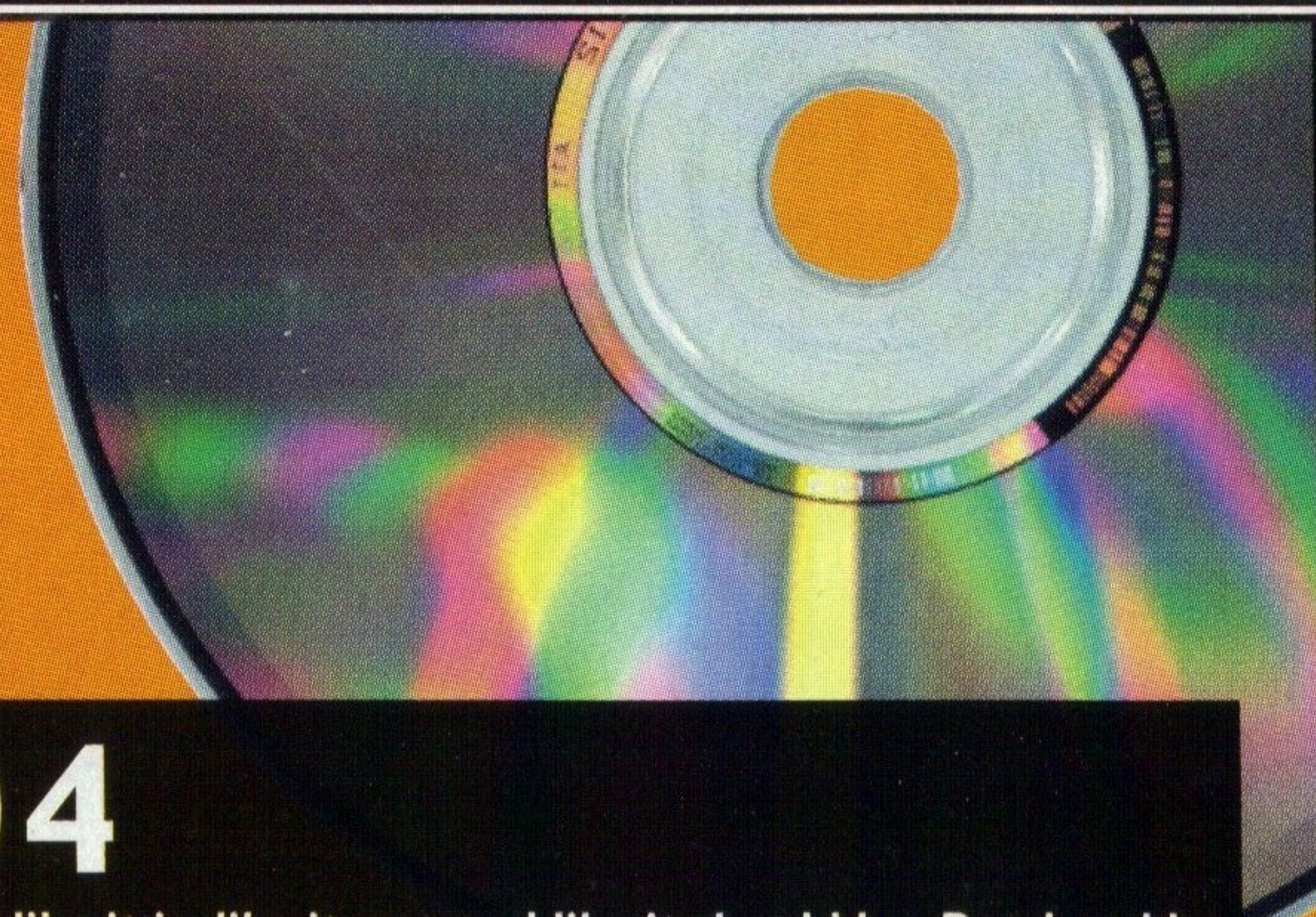
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The wisest words in the Amiga world are to be found on these very pages. They tell it like it is, like it was and like it should be. Read and be enlightened oh mortals.

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Black Magic are ready to release another horde of flesh-eating zombies on us with the eagerly anticipated follow up to last years smash hit *Doom* inspired blaster.

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Direct your own pop vids and check out the latest CD-ROMS with the ever helpful Lesley Jordan.



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Team17 get back on the case this month with their tribute to the great Nintendo RPG *Zelda*. Also back for more are OTM with *Watchtower* paying homage to another fondly remembered blast from the past — *Commando*.

Speris Legacy.....16

Watchtower.....20



playing tips.....20

The vast majority of tips mail we receive is asking for hints and tips on the those devilishly difficult point 'n click adventures. So, for the last time, here are the full solutions to *Beneath a Steel Sky* and *Universe*.

correspondence....26

We are here, we are here, to read your letters and drink your beer. Just remember it's not big or clever to drink loads, kids. Concentrate on your studies and go to college. Yeah, right on!

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Every game ever reviewed in CD32 Gamer is here, complete with rating and blurb. The perfect guide to the CD32 software library.

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OTM Go OTT

Just when you think things are on the slide something always seems to happen to change your mind. The number of CD32 releases was beginning to dwindle quite alarmingly with Team17's reduced output a major contributing factor. We looked gingerly to the future. Where would the next Team17 come from? Then last month the impressive Virtual Karting came in for review. Not a remarkable event in itself. This month from the same people comes Watchtower — a tribute to the classic '80s arcade hit Commando. And already the people behind those two releases, OTM, are lining up their next assault on the CD32 gaming world. Atrophy is the title of what's looking like the prettiest shoot-'em-

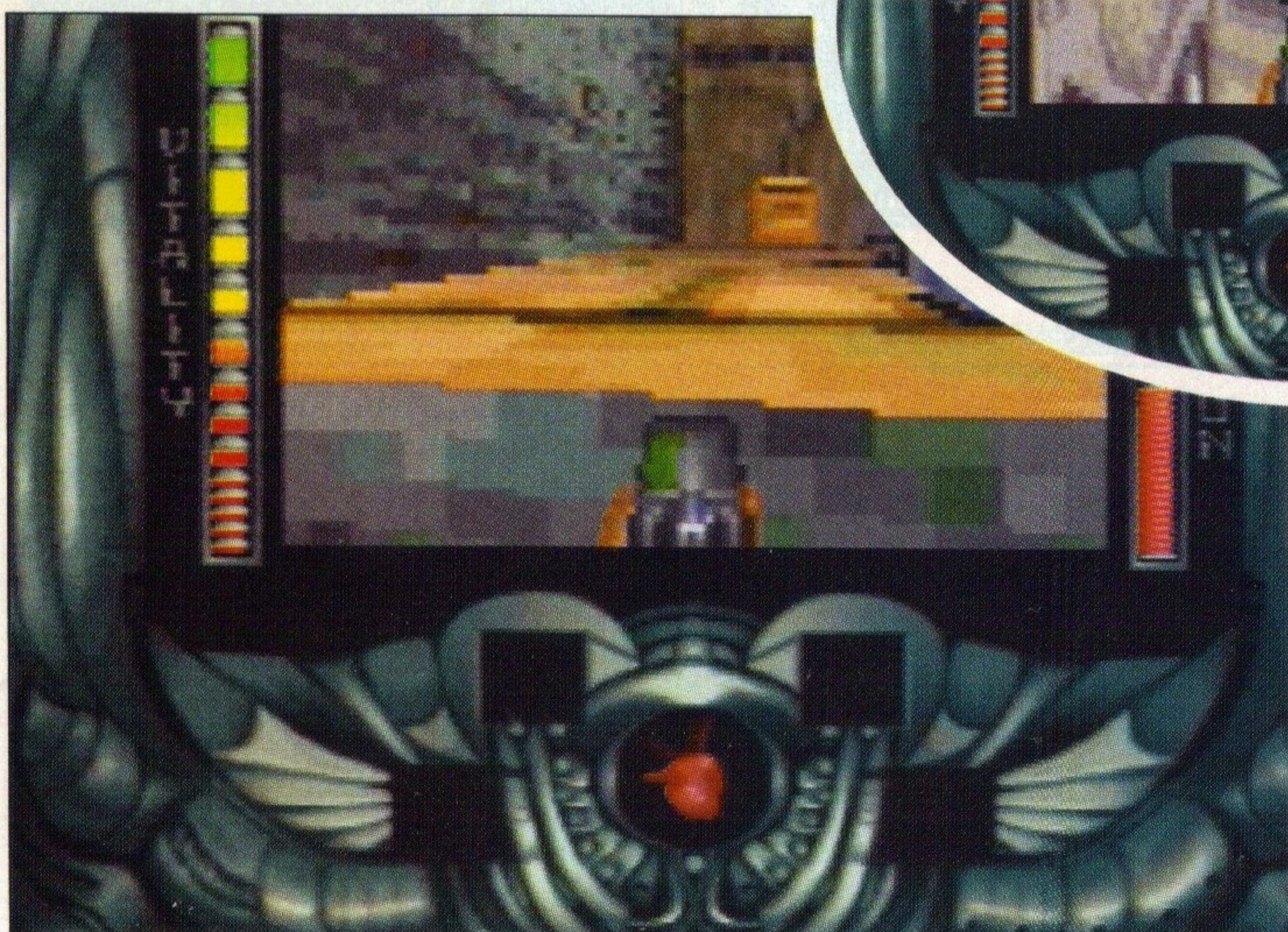
up yet.

Hardly surprising when you hear over 100MB of graphics have been crammed onto the CD. That includes ten Ham-8 presentation screens using the full palette of 16.5 million colours. To compliment the lovely graphics will be a further 3Mb of music and sound effects.

The whole thing will be spread over six levels with 12 boss characters along the way, all displayed in 300 colours during the actual game. Parallax scrolling and more than 60 sprites on screen at any one time should make this quite simply the sideways shooter to own. We've not seen anything more than screenshots ourselves just yet but it looks pretty damn neat. For more information, watch this space.

More Breed 3D

We told you recently about an Alien Breed 3D update but can now reveal it will be much more than that. A full blown sequel in fact. Entitled Alien Breed 3D 2, the game is at present comparing favourably in the graphics department with PC Doom! This is due to an increased resolution pixel per pixel rather than the 2X2 format used in the first game. It's been made possible by Amiga Techs new high end machines. A 50Mhz processor and an accelerator can have quite an effect on a humble A1200. Graphical improvements also include a load of new aliens to blast, light shimmering off the walls as rockets hurtle down corridors and the ability to look up and down as well as pan around. That



should cure the 'what shot me?' blues.

Other innovations include a jetpack to get you airborne and blasting flying aliens.

As I said before, its been made possible by superfast top-spec machines so don't expect a perfect conversion. Also in the box comes a standard 2X2 pixel version which'll run quite happily on bog-standard systems. It won't look as good but you'll get all the new levels as well as a nifty level editor which allows you to create your own mazes and plonk in as many or as few aliens as you please.

A CD32 version has not been confirmed at the time of going to press. If it does arrive then obviously a disk drive will be required to make use of the editor but it would be a shame to miss out on the next chapter in what's rapidly becoming the longest running saga in gaming memory.

Multi-Media

We'd just like to take this opportunity to pass on our eternal gratitude for all your efforts.

MMM, who have a vast collection of PD, Shareware and demo software compilations, can be contacted on 01204 383688 and are always on the lookout for new stuff, so go on, give them a call!



Off with his Maiden-head

We have yet to see the wider implications, but Amiga Tech's UK offices in Maidenhead have been closed down with three redundancies after only six months in business. The result, we suspect, of poor Amiga sales performance over the all-important Christmas period.

We at CD32 Gamer don't mean to be old I-told-you-sos but way back when the £400 price point for AT's A1200 range was first announced we stated categorically that it would never work. After the back catalogue of orders were taken care of there was no way, at that price the machine could hope to attract new users.

However Escom claim this will have no effect on their long term Amiga plans. We await developments.

Getting Yourself Netted

Further to our recent Internet feature we bring news of a new Amiga Tech package designed to get you up and running on the net without the necessity for any background knowledge.

Despite its increasingly high profile there's still a heavy techy stigma attached to the net which puts off the average punter. It's a popularly held misconception you need a background of technical knowledge to get started.

The bundle comes with a hard drive-equipped A1200, modem and all the software necessary to get you hooked up to the world wide web. Exciting eh?

The asking price of under £500 makes it easily the cheapest way to get on line from scratch around, especially when you compare it to the costs of say a Mac or a PC, all hooked up. The bargain deal is made even more mouth-watering by the fact you get 100 hours of free access time thrown in for good measure.

Still, if you have an SX-I the chances are you'll be loathed to fork out for the whole package but don't worry. Soon to follow is another package containing a modem and all the software as a standalone product. This little lot will set you back the paltry sum of between £100 and £150. For more details get down to your nearest Escom dealer quick-smart.

THE TOP TEN CD32 GAMES CHARTS!

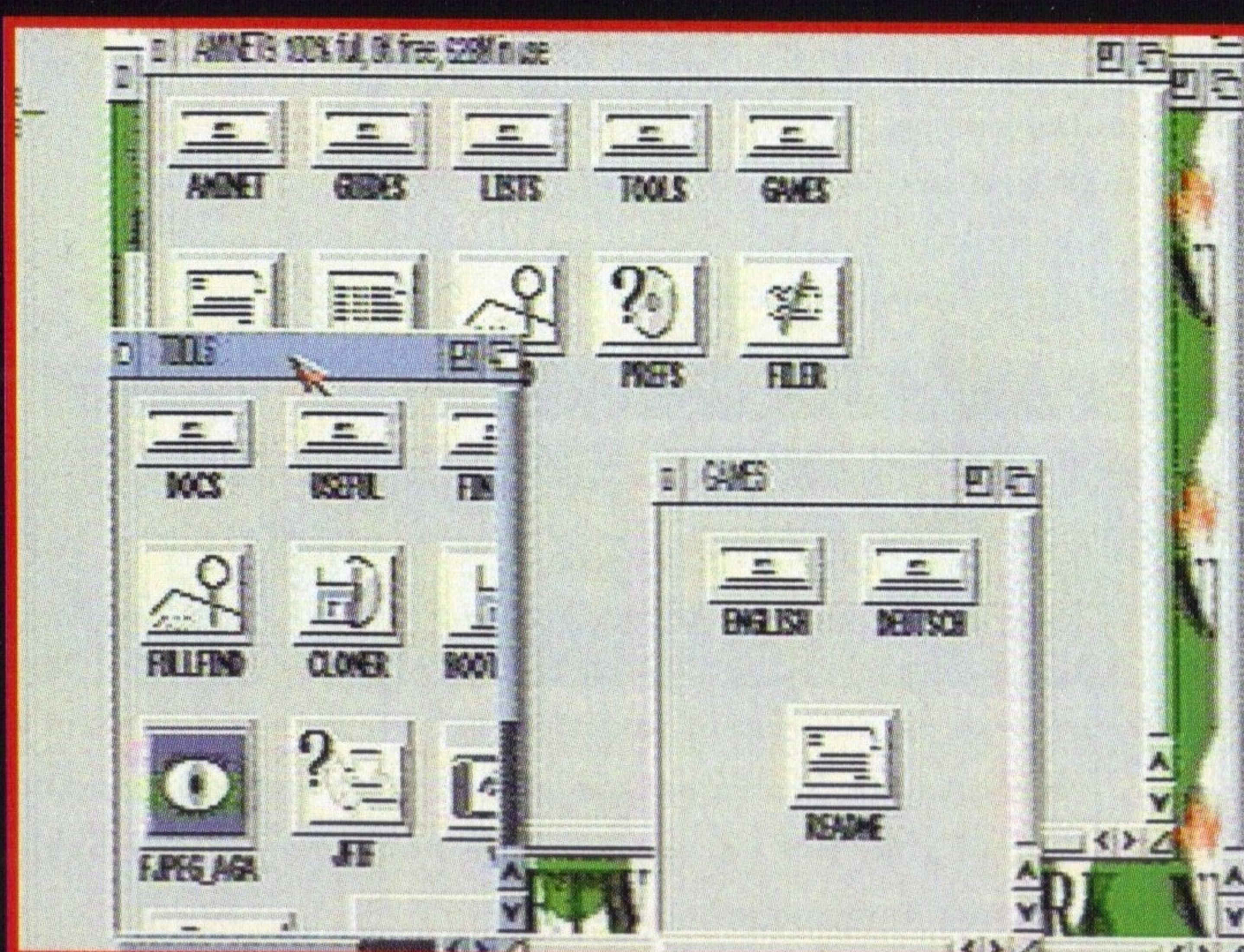
Last Week	This Week	Title	Group
1	1	Impossible Mission	Microprose
2	2	Chuck Rock/Chuck Rock 2	Core Design
4	3	Subwar 2050	Microprose
3	4	Powerdrive	US Gold
5	5	Pinball Fantasies	21st Century Ent.
9	6	Brian the Lion	Psygnosis
7	7	Alien Breed 3D	Team 17
8	8	Super Skidmarks	Acid Software
6	9	Rise of the Robots	Mirage
10	10	Speedball 2	Renegade

CD-ROM ARENA

CD-ROM technology first came to the Amiga in the form of the A570 CD drive and was developed specifically with the A500 and A500+ machines in mind by Commodore. It plugged directly into your Amiga via the edge connector and could play CDs containing data as well as ordinary music CDs — just like the CD32 can today. However it couldn't handle M-peg movies or FMV.

The introduction of CD-ROM has meant software developers can go wild when creating new games. With almost unlimited storage space games can have speech, mouth-watering graphics and real video footage. Storage capacity is no longer a limitation on game size as it was in the days of the floppy disk. Games on CD can be as large and complex as the programmer's imagination. With all this storage being available massive reference titles are being released. The Insight series from Optonica being a good example. Then there's World Atlas (reviewed on page 10 this issue), encyclopedias, even novels!

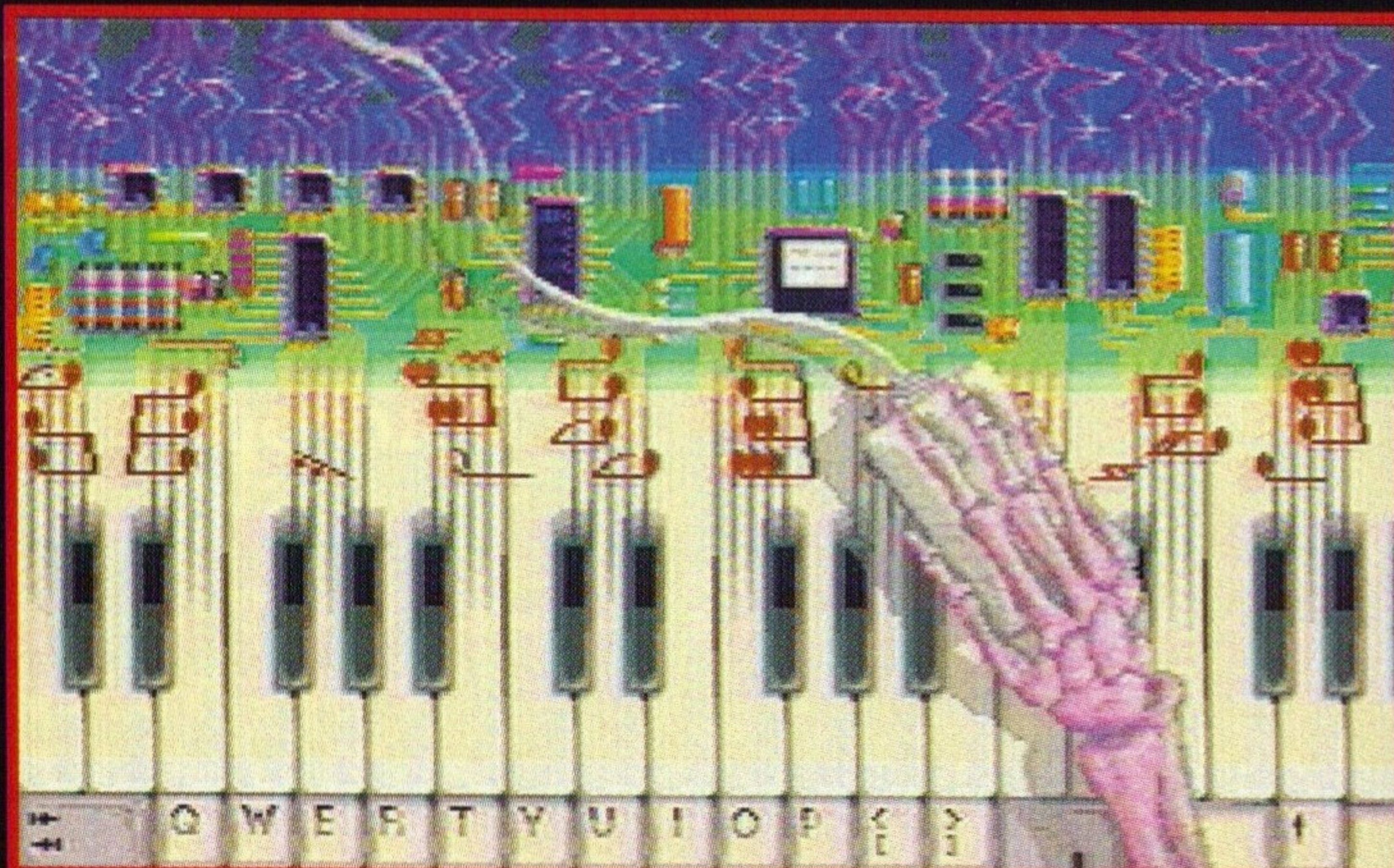
To be part of the CD-ROM revolution the first thing you need is a CD-ROM drive. These usually plug into the A1200's PCMCIA slot. Many drives however require a special interface (SCSI) to work. There are many different drives on the market at the moment, some of which offer special features — quad speed for example. Most of these are unnecessary but if you're willing to pay the extra some can make life quicker and easier in the long term for the serious user. If like many readers of this magazine you don't own an A1200 but a stand-alone CD32, don't worry! Most of the software created for CD-ROM will be of some use to you. Especially if you own an SX-1 or SX-32. Most titles being released specifically for the CD-ROM user (A1200 + CD-ROM drive) are on the serious side of things. Disks of pictures, back-drops and sound samples are not uncommon. To use these tools



Icons, lovely icons. Imagine a world without icons. There would be no teenage rebellion, no double-clicking, and no having to write captions for unfeasibly interesting screenshots like this one!

efficiently a keyboard and disk drive would most likely be needed to use them in your own work.

CD-ROM plays a very important part in keeping the CD32 going. If you add the number of people who own a CD-ROM drive to the number who own CD32s then the user base figure is almost doubled! Therefore making this corner of the market look a lot more inviting for would-be developers. If companies release software with CD-ROM in mind then inadvertently they're producing for CD32 as well.

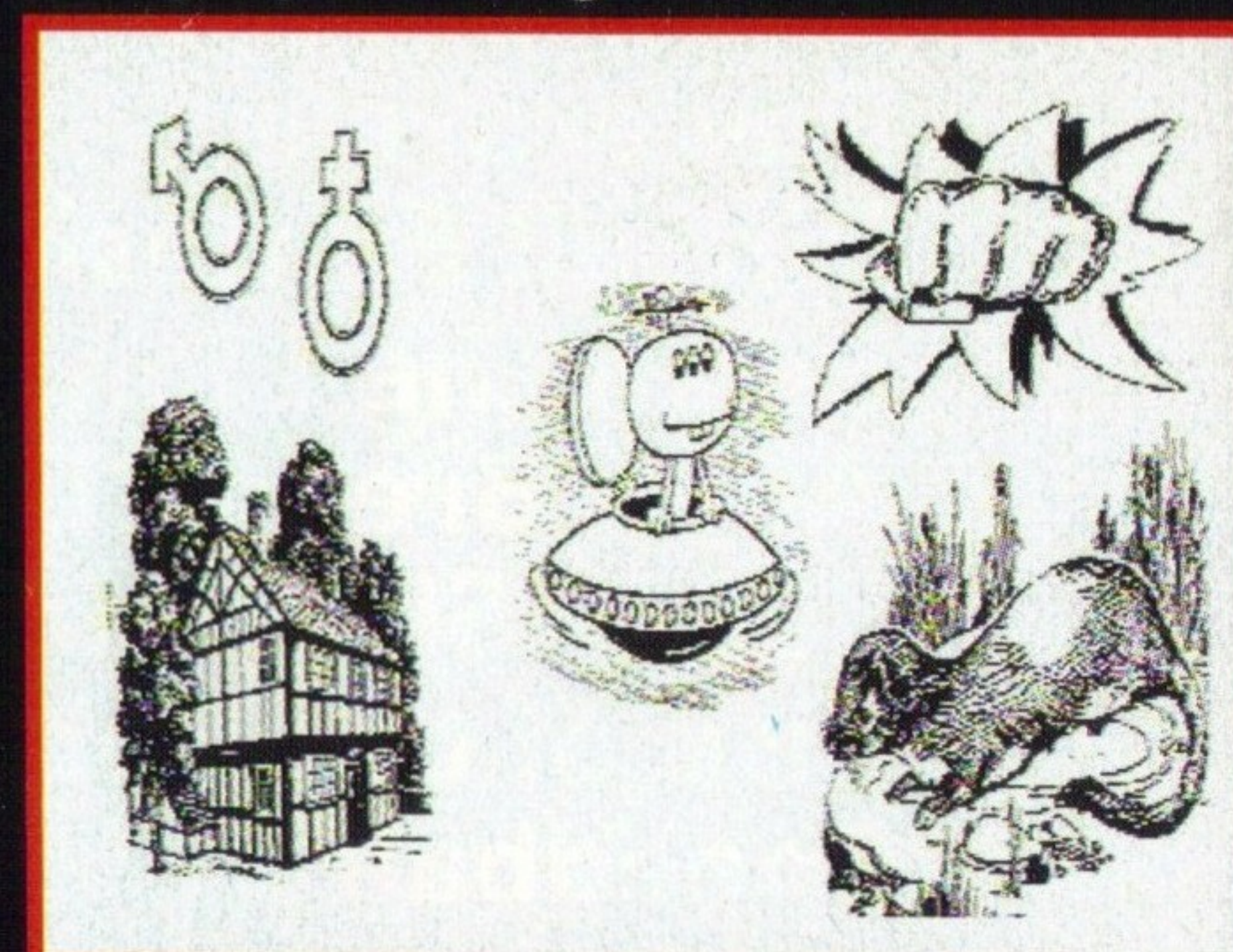


The shape of things to come? A skeletal hand (humans have evolved without muscles cos we got so lazy we never used 'em) of a future person cannot figure out the antiquated instrument.

CLIPTOMANIA

PD Soft, £39.99

This CD contains some very good classical black and white clip-art. It's quite a find for those familiar with the chore of searching out just the right picture to go with that textural masterpiece created in Pro-



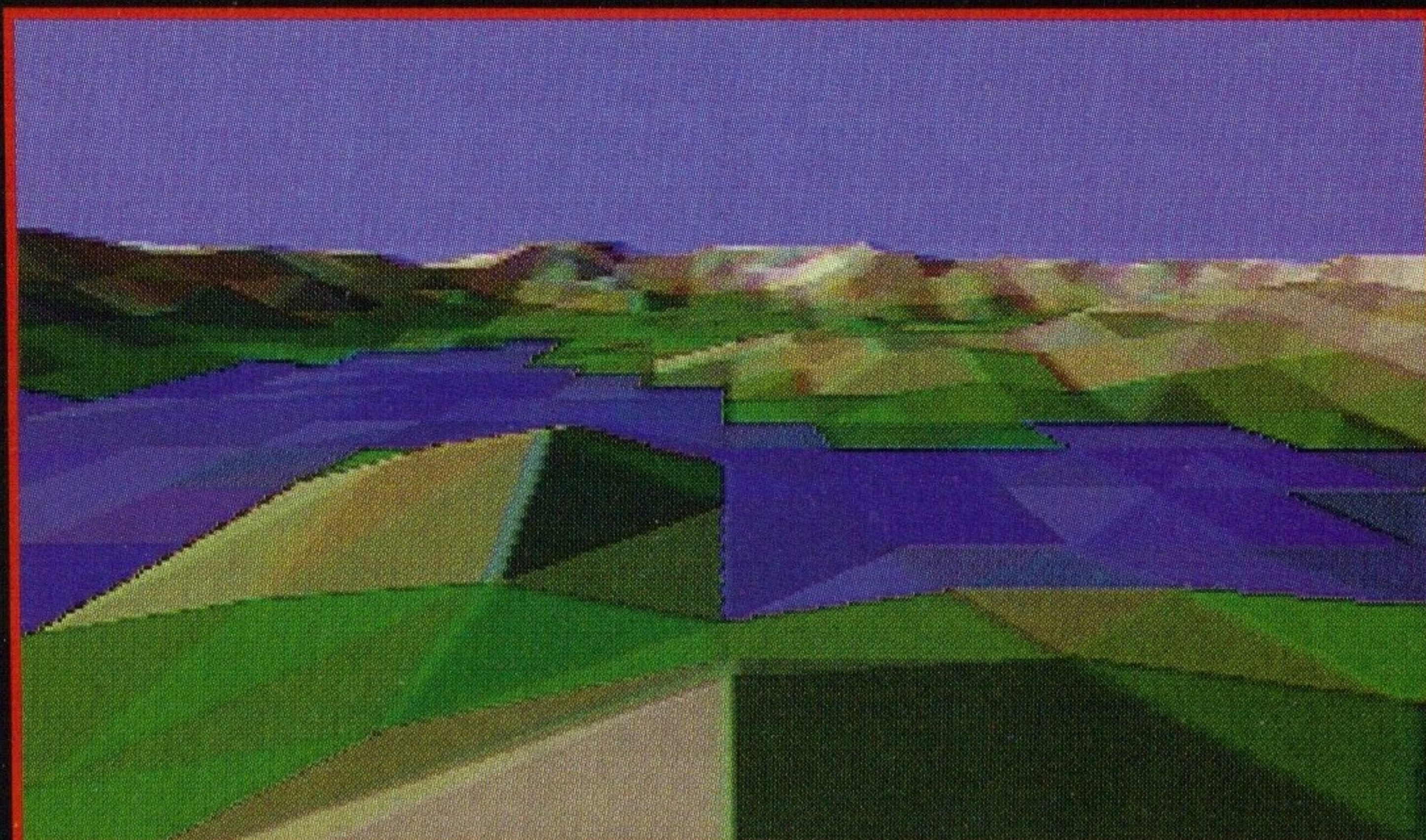
Page. There are hundreds of good, clear images to use. Some are cartoony in style while others are more conservative. Symbols also feature. There are even a few sizeable fonts on there for good measure! When I use clip-art CDs like

this the choice of images is so massive about half my time si spent finding the one I want to use. The great thing about Cliptomania is it comes complete with miniature printouts of the pictures so you know what you're going to get before you even load them. Brilliant idea! The only drawback is the price. Okay so it's a two disk package but 40 quid is still a tad too much for some people. Addicts only I think.

TERRA SOUND LIBRARY

PD Soft, £19.99

As far as music and sample CDs go this is very good indeed. It's very user friendly, even for the beginner, and the samples are of a very high quality. These include the usual instrument sounds like drums and keyboards along with some more unusual ones. There's speech from Star Trek, cartoony sounds and some bizarre FX. There are also some extremely long samples, the bigger ones being up to 3.5 meg in size! Music modules are catered for with 273Mb allocated to them alone and they're not half bad! And to play all those lovely mods, there are lots of lovely mod players. If you get bored of listening to someone else's work there are even programs to enable you to create your own. Lots of noisy fun!



This dreamy scene comes from the Light ROM CD and just goes to show we can all help to create a better world. Sadly it only exists inside our Amigas.

Mac and Arc. There are even instructions on how to convert your old Spectrum games to work on your machine! Such games as Yie-Ar Kung Fu and Revenge are timeless. For those of you who pine for your long lost 8-bit machines, look no further.

AMINET 8

PD Soft, £9.99

The producers of the Aminet CDs are now on number eight! After eight CDs the novelty has worn off a little bit but there's still some useful stuff to be gleaned. The contents has yet again been taken off their internet site including all the best PD and shareware about at the moment. There are pictures, modules and sound samples, tools and utilities, animations and demos. The list goes on and on. At the time of writing Aminet 9 and indeed Aminet 10 should be on the way. Get them at a discount price from Weird Science.



FRESH FISH X

PD Soft, £18.99

Fish disks have been going for quite some time now and contain every kind of PD software you can imagine. Past Fish disks have been badly set out and awkward to use, especially for the beginner. This time however things have changed! The producers of this disk have included a new user interface that makes de-archiving files a lot easier and quicker. Even so the system's still slow and patience is needed to get results. Overall the content is good enough but they have gone a bit overboard with comms utilities.

THE AGA EXPERIENCE

Sadeness PD, £19.99

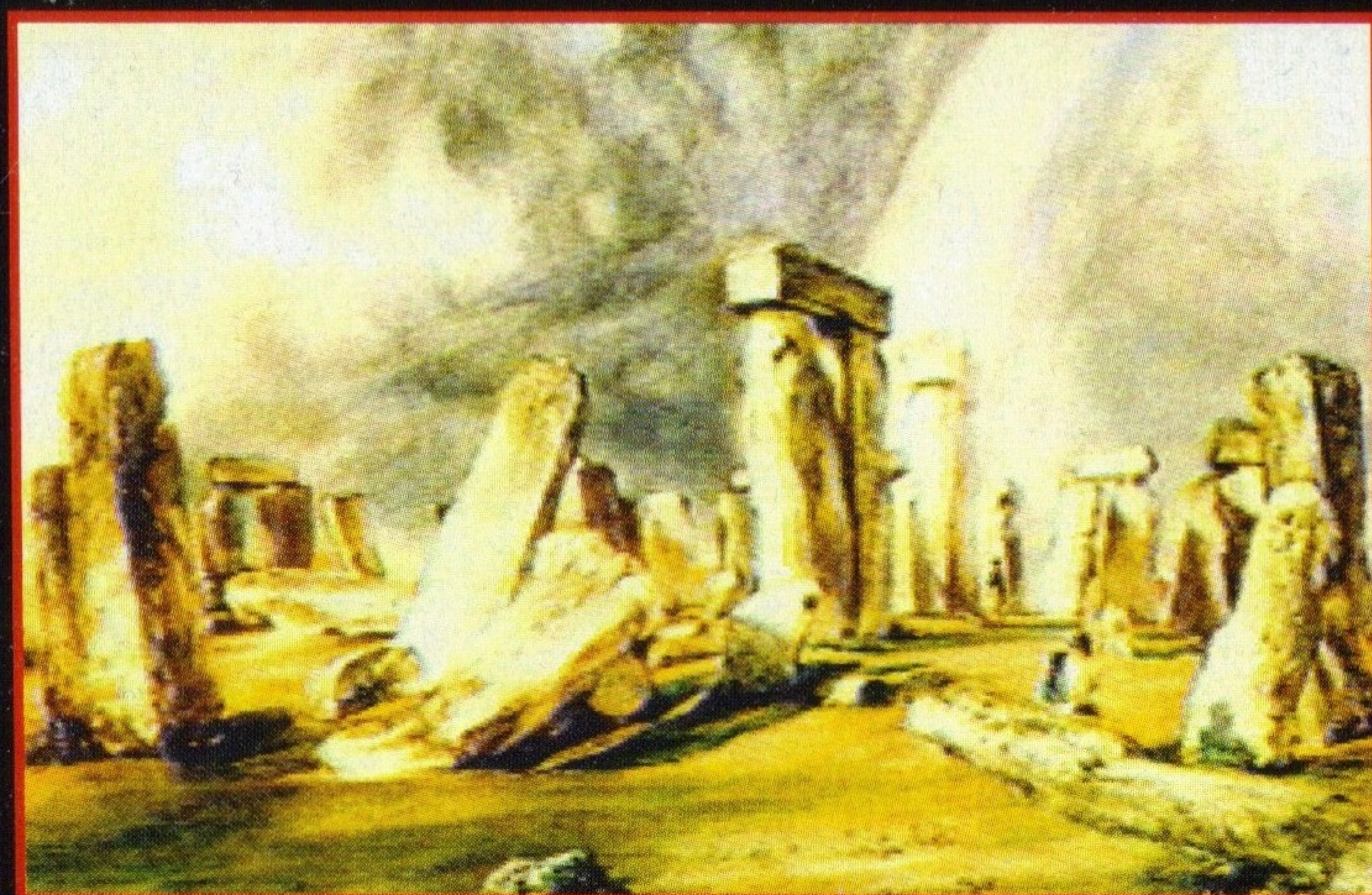
This is about the only CD that really takes advantage of the AGA chipset. All the pictures are AGA and most of the utilities and tools are also orientated that way. There's the usual assortment of PD including some good images from well known 3D packages. There are even some decent AGA games! If you haven't got an AGA chipset you can still use the CD but not to its full effect. It contains a system that allows you to configure your machine for the best results.

This really is the jewel in the crown for AGA CD-ROM users. Oh yes, and there are some nifty high quality colour icons to brighten up your drab old Workbench.

LIGHT ROM 3

Blittersoft, £39.99

This is a three CD pack, hence the price. It contains 3D picture files and utilities for use with Lightwave (a 3D art package). On the CD are files from the earlier Lightwave releases which are still very welcome and some new DEM (digital elevation map) files converted to Lightwave objects. The quality of the images is generally quite good with some wonderful landscapes to drool over. There's only one problem and that's that some of the file names conflict with device names used by the Amiga which can be nasty. NB you need Lightwave to use this CD. □



SPECCY SENSATION 2

Epic Marketing, £17.99

Although games have come along way since the days of the Spectrum and the Commodore 64 many people including myself still like a bit of



nostalgia. And this baby has it all! There are hundreds of all-time favourites not included on the first disk. Along with the games you also get some nice emulators to play them on (rather lucky that — Ed), as well as emulators for Atari ST,



Let's Get

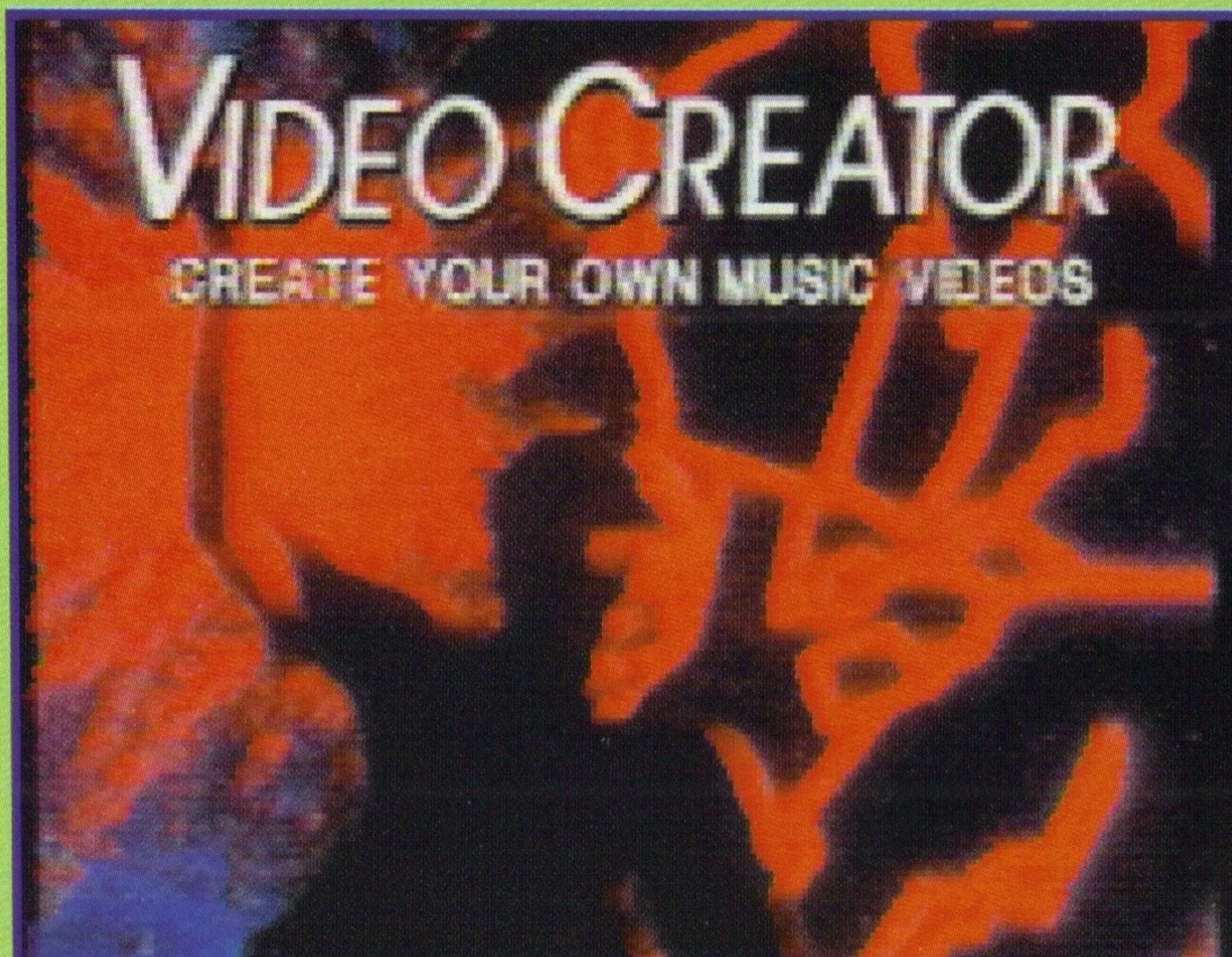
CREATIVE!

The latest piece of kit from those ever fertile minds at Alamathera is a spanking video CD utility. Roving CD32 Gamer contributor Lesley Jordan checks it out and finds there's more to life than *Top of the Pops* and lager!

The CD32 has always been perceived as purely a games machine. However over the three years since it first arrived it's been utilised for many more serious or business-orientated applications. Of course 'serious' needn't mean totally boring. Now you can play Mr Video Man with Alamathera's *Video Creator*. This amazing package allows you to create your own masterpiece of video effects. The simple interface and many easy-to-use utilities mean there's no reason why you can't make a top pop video all of your own.

The main screen offers loads of options for you to play with. The basic idea behind it is that it's a fun utility. You can put your own audio CDs in the CD32 and put all manner of graphics and effects to them without the need for a keyboard. A neat idea in itself, but it doesn't end there. Alternatively it's possible to use GCDs (Graphic Audio CDs). You can then mess about with these to your heart's content... cool, eh!

Plenty of scope for variety is on offer with no shortage of images available. In fact there's a whole library to choose from. From eyes to



The start-up screen can leave you in no doubt whatsoever of what the gig's all about. It's about creating videos. There's nothing like being straight and to the point!

spacemen, from street signs to logos. No matter what your tastes in music, be it classical or rock, there's something here that will interest you.

Video Creator is driven from several main control screens which are totally pointer selective. These screens are made up of various

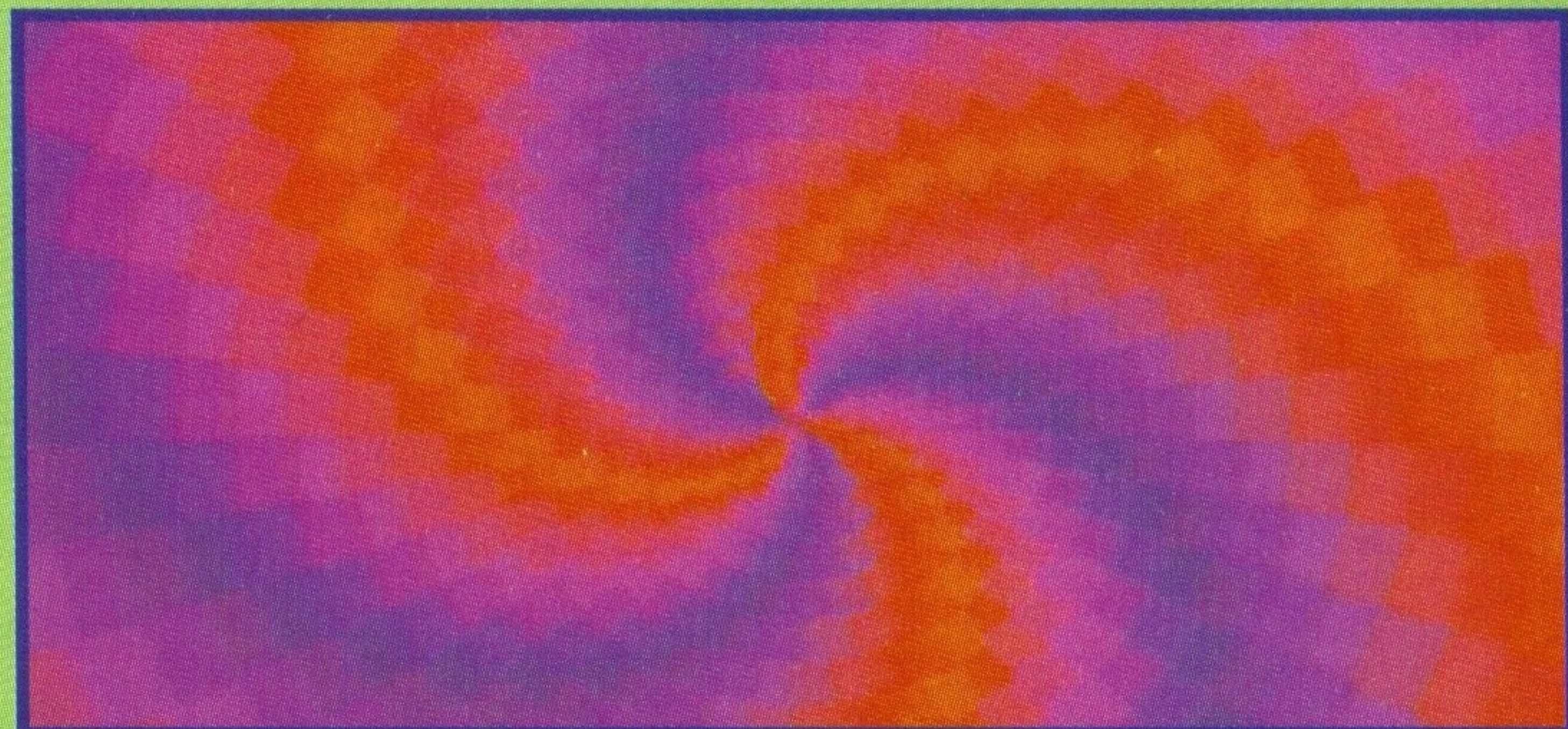


The Starship Enterprise seems to be falling to pieces. I'll bet there's a nasty Klingon involved somewhere along the line. Never trust a man with mountain range in the middle of his forehead.





See that. That's my bird that is! The flowing hair, the rivetting green eyes, that long, elegant neck sweeping down to a deep and sensual cleavage. Yikes! I think I better have a lie down.



creation elements including a time line, effects selector, and video editors and it's here that most of the actual 'creation' is done.

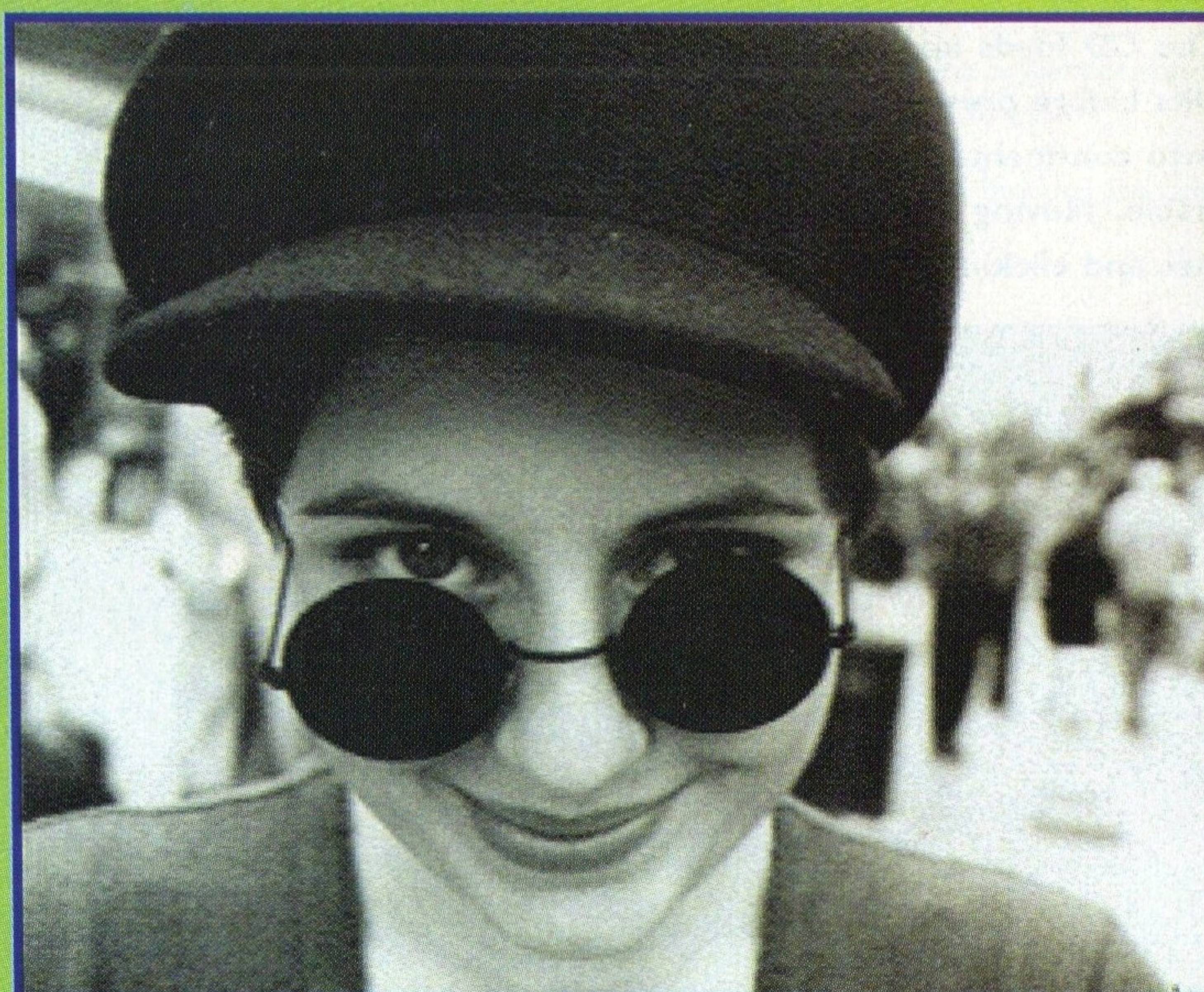
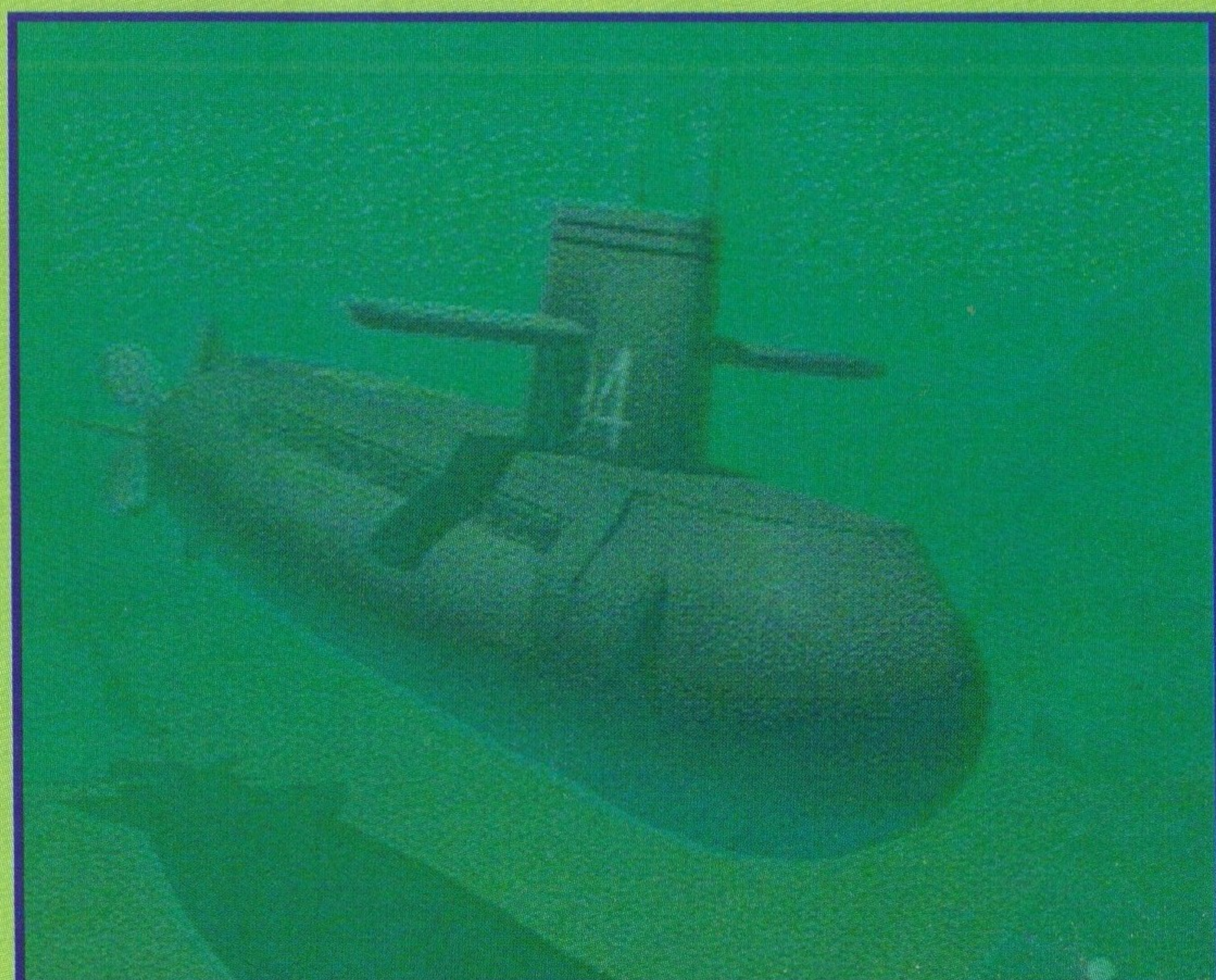
The whole creation system is based on timing with your chosen visual effect taking place at a specific chosen time within the music track. This is controlled on the main control screen by the 'time line' mentioned earlier. Each image displayed on screen can be manipulated using a number of in-built special effects, such as melt-down. This is a neat effect which slowly melts away the present picture line by line, pixel by pixel from the bottom to the top of the screen. Such effects are normally found only on a professional video mixing desk.

If used with an FMV cart it's possible to add effects like melt-down to your music videos. So, you can edit out all those poncy pop-stars and put your own stick stars in in their place — much better!

But if this creation lark sounds a bit too strenuous then you can always sit back and relax to your favourite music CD, watching random rave-style graphics generated by *Video Creator* dance across your screen (alternatively you could just jump about a bit).

The package is professionally written and very user friendly for the beginner. However it will still take time and practice to achieve really good results.

So, if you fancy yourself as a bit of a Spielberg, a bit of a dab hand at the old directing lark contact Alamathera to get you very own copy of this novel package. ■



CD Review

Alright, so we're called 'Gamer', but a bit of education never harmed anyone. This latest package from **Wisedome** software is one of the best reference titles yet to appear on CD32 so you'd be well advised to read on.



I would have had a review of this little fellow for you last month but a fault on our advance gold disc meant the poor office CD32 couldn't boot it up. In fact it got itself into such a tizzy we had to put it to bed early with a hotty botty and piping hot mug of cocoa! Not only did this make all the reviews late, but yours truly had to sleep on the floor with nothing for warmth but a CD32 controller cord wound round my wrist. The things we have to go through in the world of publishing, eh!

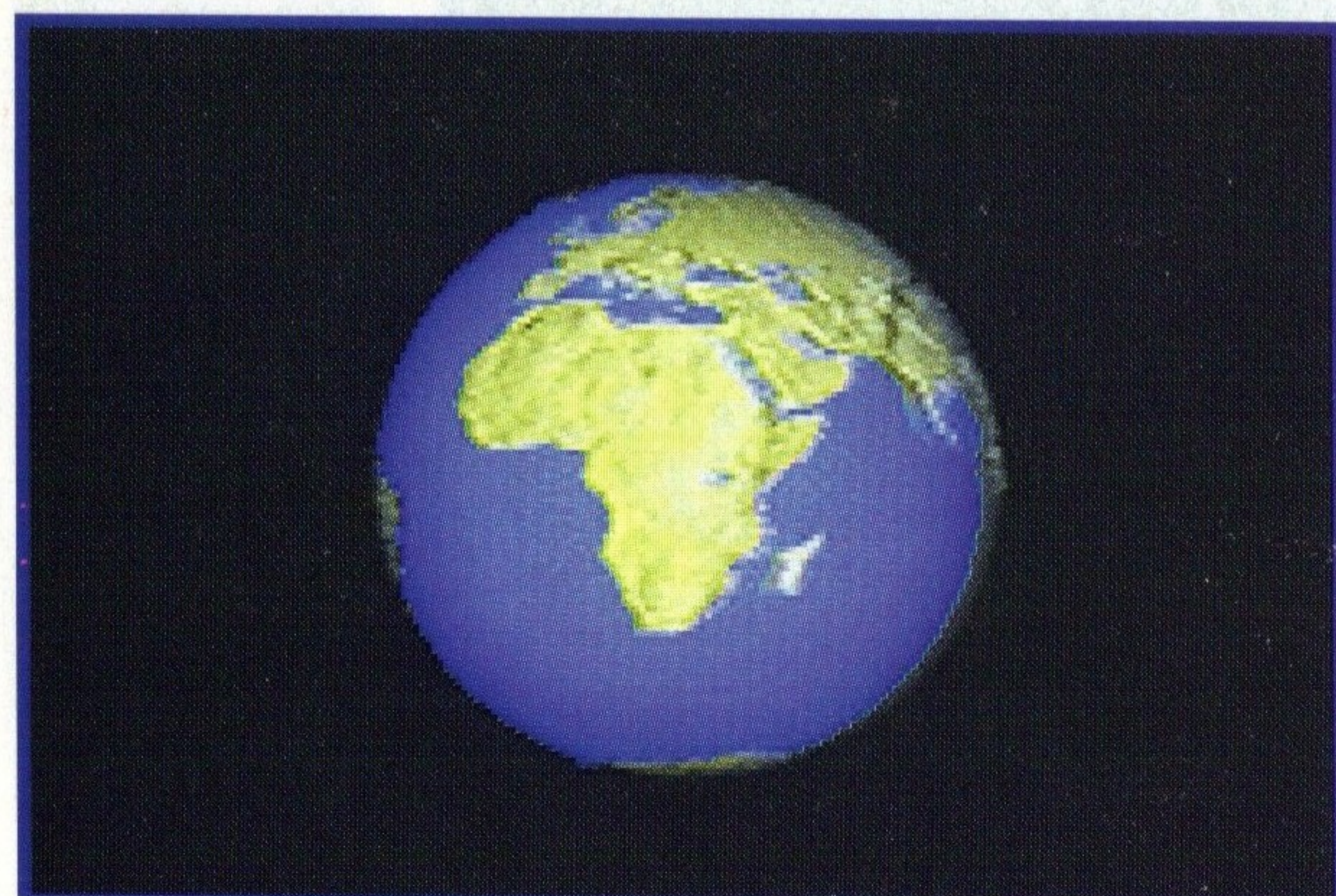
As you can imagine, when a fully working copy finally plopped through the letterbox there was much sighing with relief that things might go a little more smoothly this month. So where to start?

World Atlas is, well, an atlas of the world. But it's much more also. I think the best thing to do is to wade in together and I'll talk you through



it as we go...

The CD loads up with a nice spinning globe and a few credits before presenting the user with a world map divided into continents. From here there are four basic routes available. Moving the highlight over any of the continent names and clicking brings up a sub-map of that particular



That there is the world in which we live. Quite a remarkable place yet we all take so much of it for granted. Like this mag for instance. Just one of the wonders of our great planet.

POPULATION	262,530,000
URBAN	75%
CAPITAL	WASHINGTON, D.C., 606,900
ETHNIC GROUPS	WHITE 85%, BLACK 12%, ASIAN 3%
RELIGION	BAPTIST AND OTHER PROTESTANT 56%, ROMAN CATHOLIC 28%, JEWISH 2%
LITERACY	98%
LANGUAGES	ENGLISH, SPANISH
GDP	\$6,379,000,000,000



World Atlas



Any ideas about where the hell this is. A whole country, no doubt inhabited by millions of people, and you can't even come up with its name. A sad indictment of our educational system.

continent, attractively drawn with each country displayed in a different striking colour. A menu bar appears on-screen and from this details of any country in the selected continent can be accessed. Doing so brings up a screen displaying the flag of the selected country on the right and an abridged history of the nation on the left. Clicking on the option 'Maps' brings up a series of, you guessed it, maps, showing different aspects of the country in question. There's a very nice relief map showing geological features such as mountain ranges, rivers, lakes and the like. After a few seconds it cycles through major cities and towns. These flick through quite quickly but clicking the red button pauses on any screen you may wish to dwell study more closely. Once you've seen enough of a particular option pressing the blue button reverts to the previous menu.

Highlighting and clicking on the flag brings up a whole new set of stats. Population, currency, even a breakdown of the major ethnic religions of the country are displayed.

Back to the main menu and there are three more options at the top left of the screen. Clicking on 'List' brings up a complete listing of every country in the world complete with all that kind of information mentioned earlier. For example did you know that the literacy rate of the population of Kyrgyzstan is 97%? Me neither. Or the population of the capital of Oman is 30, 000! Yet all this kind of obscure information can be retrieved in a matter of seconds making this the



Size & Population



The population screens give us an idea of the relative size and populations compared to our own over-crowded little island. Here for instance the country in question is five times larger than Britain yet almost ten times the number of people are squashed together on old Blighty!

FRANCE

The French Revolution of 1789 resulted in the removal of the monarchy and the establishment of the First Republic in 1792. Napoleon ruled the First Empire from 1804 until 1814. Following its restoration in 1814 the monarchy was once again deposed. Then the Second Empire was followed by the

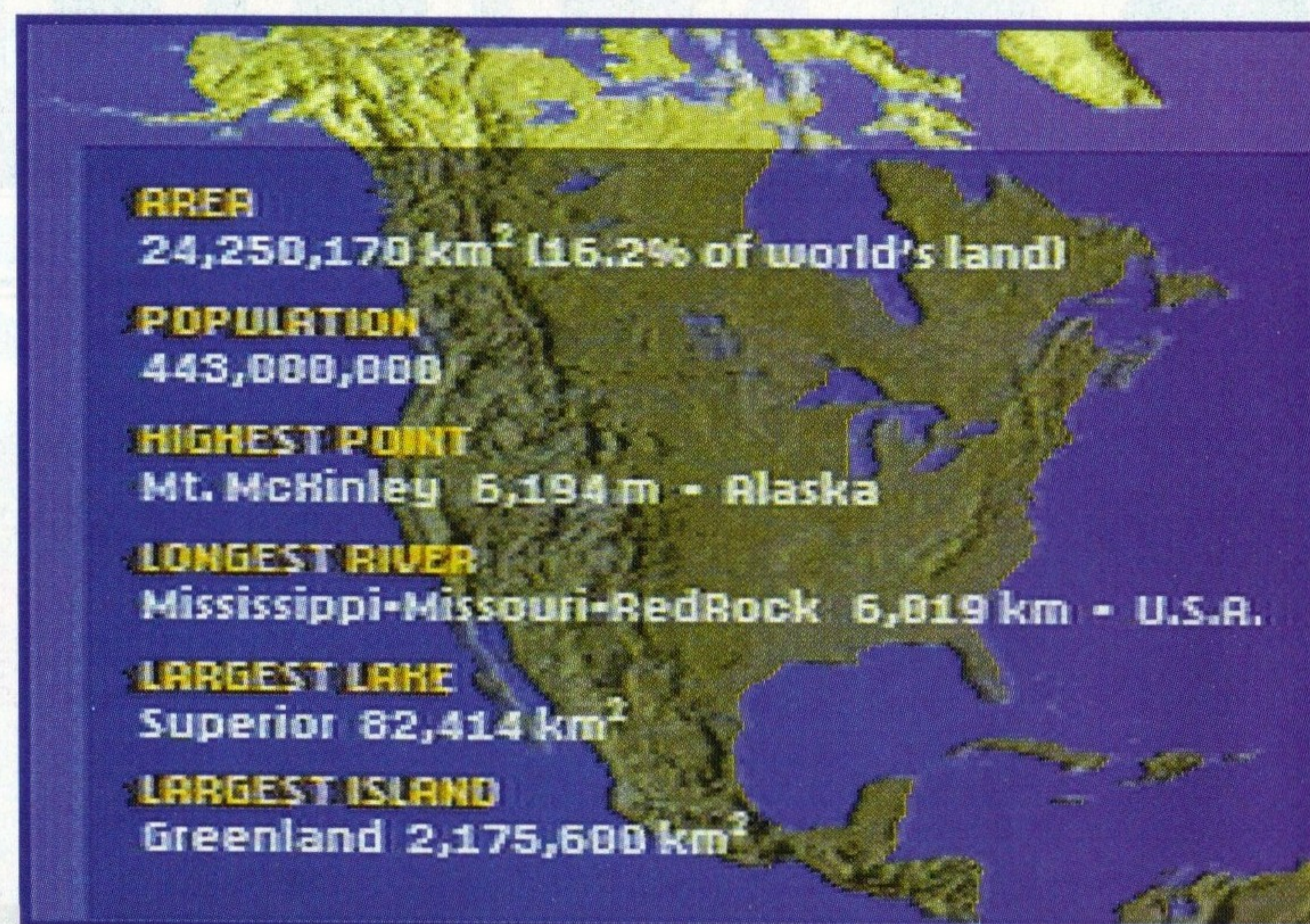
MAPS

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CD Review



Everything you ever wanted to know but probably couldn't be bothered to ask about the continent of North America... wait a minute. Is Greenland in North America?



Have you heard that story that if everyone in China jumped in the air at the same time the crash would be heard all over the world?



ideal reference package for people studying geographical type subjects. As a point of reference it couldn't be easier to use. No more farting about with seven copies of



the Encyclopedia Confusica all with bits of paper hanging out from between the pages supposedly to mark where the info you're looking for is found. If only things had been like this when I was doing my A-levels. Ahem!

The best part though is the full index on the main map screen. It begins with a list of every year between 1066 and the present in which something of major historical significance occurred. Clicking on a year brings up a list of the countries to whose history the date is relevant. For example clicking 1910 brings up Mexico and Portugal among others. Clicking on each in turn reveals 1910 was when revolution broke in Mexico following 30 years of dictatorship and the Portuguese monarchy

At the time of writing we've just heard Pakistan and Australia, both of which have already beaten England, have been drawn to play each other in the Cricket World Cup quarter finals while England have been drawn against Sri Lanka. Perhaps there is a god!



was overthrown in the same year.

In look the whole thing is very reminiscent of Optonica's Insight Dinosaurs CD we reviewed some months back. Obviously reference titles won't interest everybody but believe me there is an absolute wealth of information here and the way it's all set out makes it doubly satisfying. It's always nice to be able to pick up the pad (it's fully compatible with the CD32 controller) and be able to find your way around without having to wade through instruction manuals. That said, if you do get confused a little help icon appears at the foot of the world map screen to remind you of the two controls you need to remember to advance around the software. That being red button to go forward and



blue to go back. What could be easier?

Anyone studying history or geography or those who simply have an interest will enjoy themselves just dipping in and out when the fancy takes them.

It would be nice to see a lot more of this stuff as you could soon build up a great library of reference material. All in all this is an excellent package

and well worth shelling out for. If you'd like

more information you can contact Wisdome

Limited on 0171 702 9823 and they'll be more than

happy to tell you how you can order your own copy.

■ PUBLISHER: Wisdome Ltd ■ PRICE: £TBA
■ DEVELOPER: In-house ■ OUT: Spring



Profile!

N/A PLAYERS
N/A SKILL LEVELS
N/A SAVE POSITIONS
N/A CD32 Enhanced

GRAPHICS

N/A

SOUND

N/A

GAMEPLAY

N/A

PROS:

So much information at your fingertips. Quality and ease of use are the watchwords.

CONS:

None really, unless geography brings you out in a rash or something.

92%

Gloom 2

Gloom gets the sequel treatment. After being roundly applauded as a triumph in its first instalment, Black Magic have bowed to public demand and are at this very moment readying the sequel for release.

■ PUBLISHER: Black Magic
■ DEVELOPER: In-house

■ PRICE: £TBA
■ OUT: Spring

Approximately two years after it first appeared on the PC it seems the public are still as obsessed with iD Software's *Doom*. It's come out recently on the PlayStation which has opened up a vast new army of potential players. There may have been a massive sales increase in recent years but there are still a lot of people out there who can't aspire to a full multimedia PC set up. Many more are frightened off by the fact hardware is generally obsolete almost before it rolls off the production line. You can buy a £1500 PC and see its resale value halve within a few months. The super consoles have given people that kind of gaming power at a price within everyone's reach. So the *Doom* boom continues, as does the clone boom on the Amiga.

So far for my money the only one to really come close to capturing what *Doom* was/is all about is *Alien Breed 3D*. *Death Mask* was a fun and novel if somewhat bland 3D mazy-shooty affair. Of the Games we've seen to date *Gloom* certainly has the best and clearest graphics but *AB3D* has the all-important atmosphere. Sure it's jerkier than *Gloom*. Admittedly the graphics can sometimes get confusing when pixellation sets in. However the fiendish way level designs and the eerie screams make it the closest we've come on the Amiga.

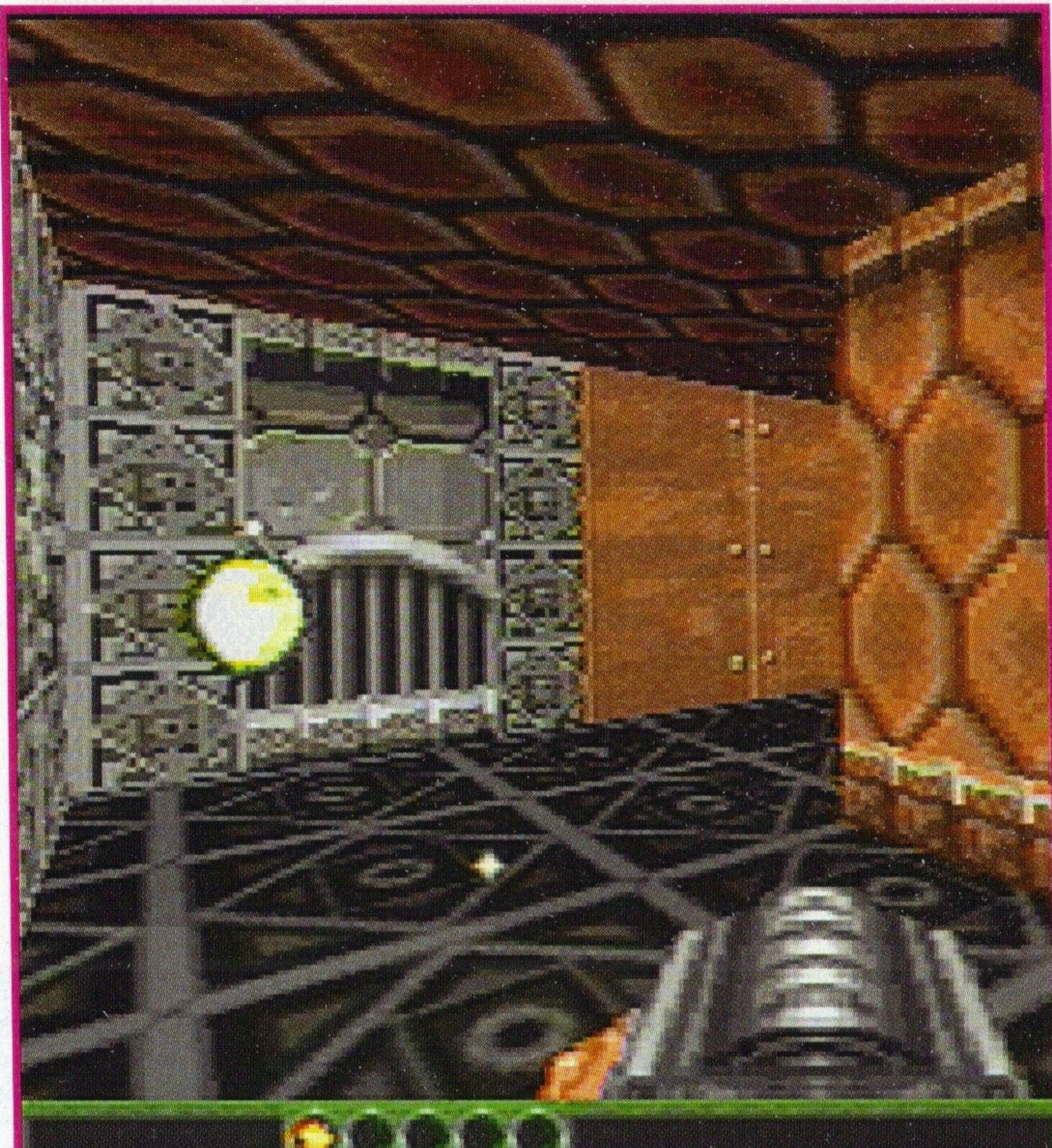
Gloom 2 means to take the superior smoothness of the original *Gloom* and turn it into a game to match the *Breed* in the atmosphere stakes. There are a few new *Doom* games on the way, mostly designed with Amiga Tech's high powered Amigas fitted with all manner of accelerators and thingummies. Two of these, *Breathless* and *Alien Breed 3D 2*, could well stand up along side the PC game and compete on an equal footing. Sadly the hi-tec nature of those machines makes it unlikely we'll be seeing those games on CD32.

But back to the case in hand. *Gloom 2* is definitely on the way and could be the definitive version for the machine if Black Magic's promotional stuff is to be believed. Unfortunately (and we've cheated a bit

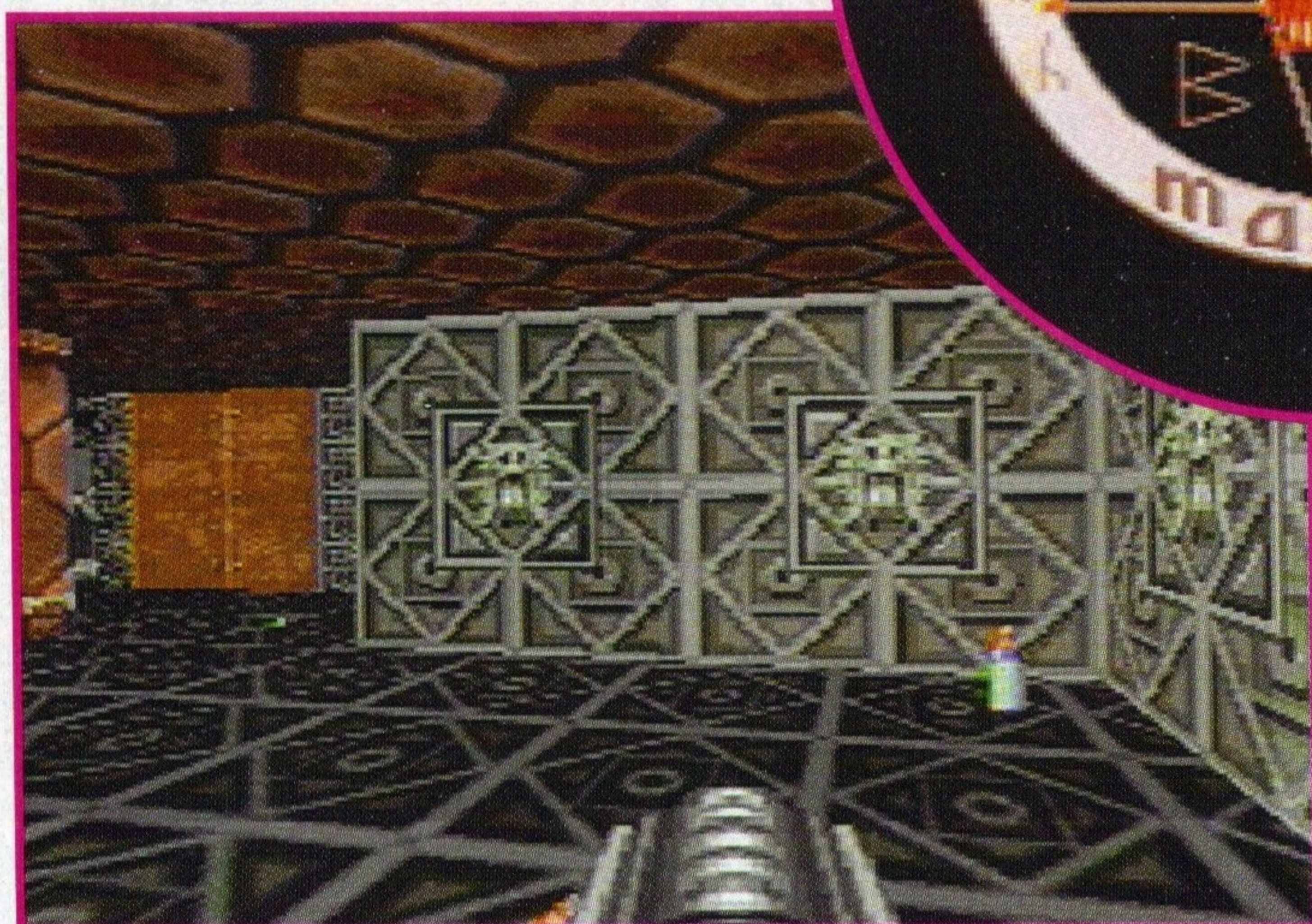
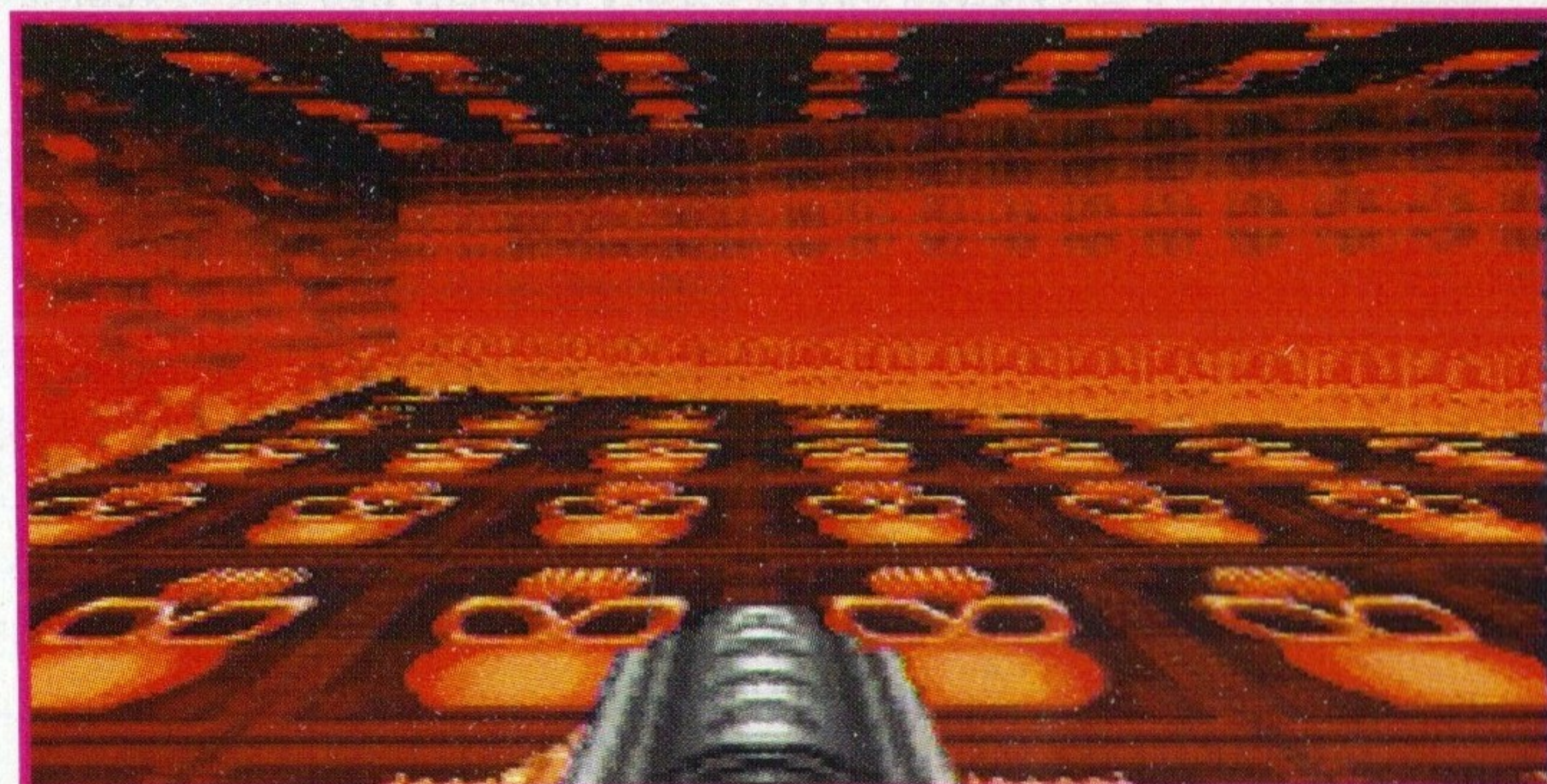


here) getting anything concrete out of them just now is about as easy as drinking a glass of water with chopsticks. The pictures you see scattered around the page are in fact from *Gloom Deluxe*. This is a recent update of the original which employs many of the new techniques to be used in the sequel. For example the original used a 2x2 pixel resolution which has now been upgraded to 1x1. The only thing you need is a machine fast enough to cope with all the worry of juggling twice as many pixels around in the same amount of time. Before you start writing in, no, *Gloom Deluxe* is not coming out on CD32. Unfortunate but true. Never mind though. Well soon have own version of *Gloom 2* to take home and cuddle up to.





As you can see the advanced engine allows for terrific graphics but only accelerated Amiga's can move them at a decent rate.



CD Review

First they were going to release it. Then they weren't, Then they were again. Then they weren't and now, after some five months they finally have. *Speris Legacy* is here and it's here to stay Hurray for Team17 and boo-sucks to all who said it wouldn't be so.

Following a string of hits last year things have gone a bit quiet on the Team17 front in recent months — but now they're back! We previewed *Speris Legacy* months ago but it seemed after loads of umming and arring it would never see the light of day on the Amiga, let alone CD32. However the powers that be have had a major change of heart and here it is in all its Super Nintendo-esque glory.

During the height of the SNES' popularity in Japan isometric fantasy RPGs were two-a-penny. The best ones made it to European release and those such as *Zelda*, *Secret of Mana* and *Illusion of Time* were truly outstanding in terms of value for money and challenge. However it's a phenomenon which has largely passed the Amiga by. We've had a couple of things like *Dragonstone* but nothing which really picks up what those console classics were all about.

In their on-going quest to bring us the best of every genre Team17 have recognised this and produced a title which resembles very closely its illustrious inspirations.

They've got the basic style off to a tee, right down to the feel of the storyline.

Speris was a pleasant land and when the King had two sons it was naturally accepted Gallus, the oldest, would accede to the throne after his death. However Gallus went a bit mental following the death of his wife under dubious circumstances and the King, believing him unsuitable to rule in his disturbed state of mind, made his younger brother Kale his heir. This so enraged Gallus he swore to take Kale's life and what he believed to be his rightful place on the throne. Kale confided in his best friend, Cho, and they made a pact that Cho would become king if anything were to happen to him. Gallus vanished and all was peaceful for a time until one day word reached Cho that Kale had been killed and the evil of Gallus was poised to overrun the kingdom.

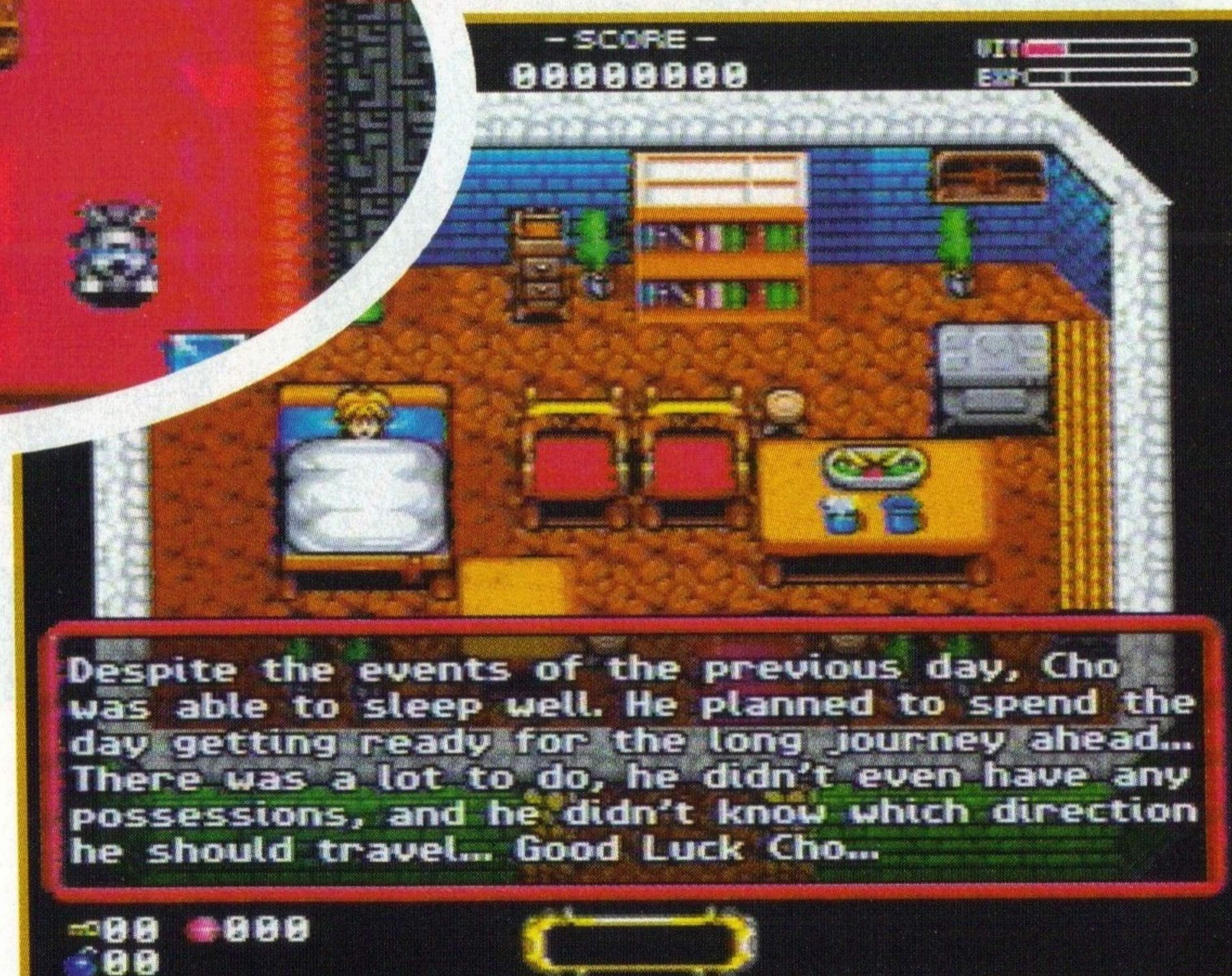
The game begins the day after Cho hears the bad news and it's up to you (as Cho) to find and destroy Gallus once and for all. The game-proper opens in Cho's bedroom where the young lad lies asleep. The first task's to go out and talk to a few people to familiarise yourself with some of the background. You soon learn the King would like a word so a visit to the palace is in order. He reiterates the story and agrees to back the pact made with Kale for Cho to become heir having proved his mettle by defeating Gallus.

And so the scene is set for a sprawling adventure involving action, magic and puzzle solving for the plucky Cho.

Initially the play area is very small. You can't leave the village without finding a sword and shield for use against the many nasty denizens out in



Strange how the guy on the total screen looks all macho and moody yet when you start playing all the sprites a cute, chubby little things. Well, it kinda struck me as odd, that's all.



Despite the events of the previous day, Cho was able to sleep well. He planned to spend the day getting ready for the long journey ahead... There was a lot to do, he didn't even have any possessions, and he didn't know which direction he should travel... Good Luck Cho...

Typical. There's an incredible amount of work to be done and where do we find the hero of the hour? In bed! When the going gets tough, the tough have a nap.

Speris Legacy



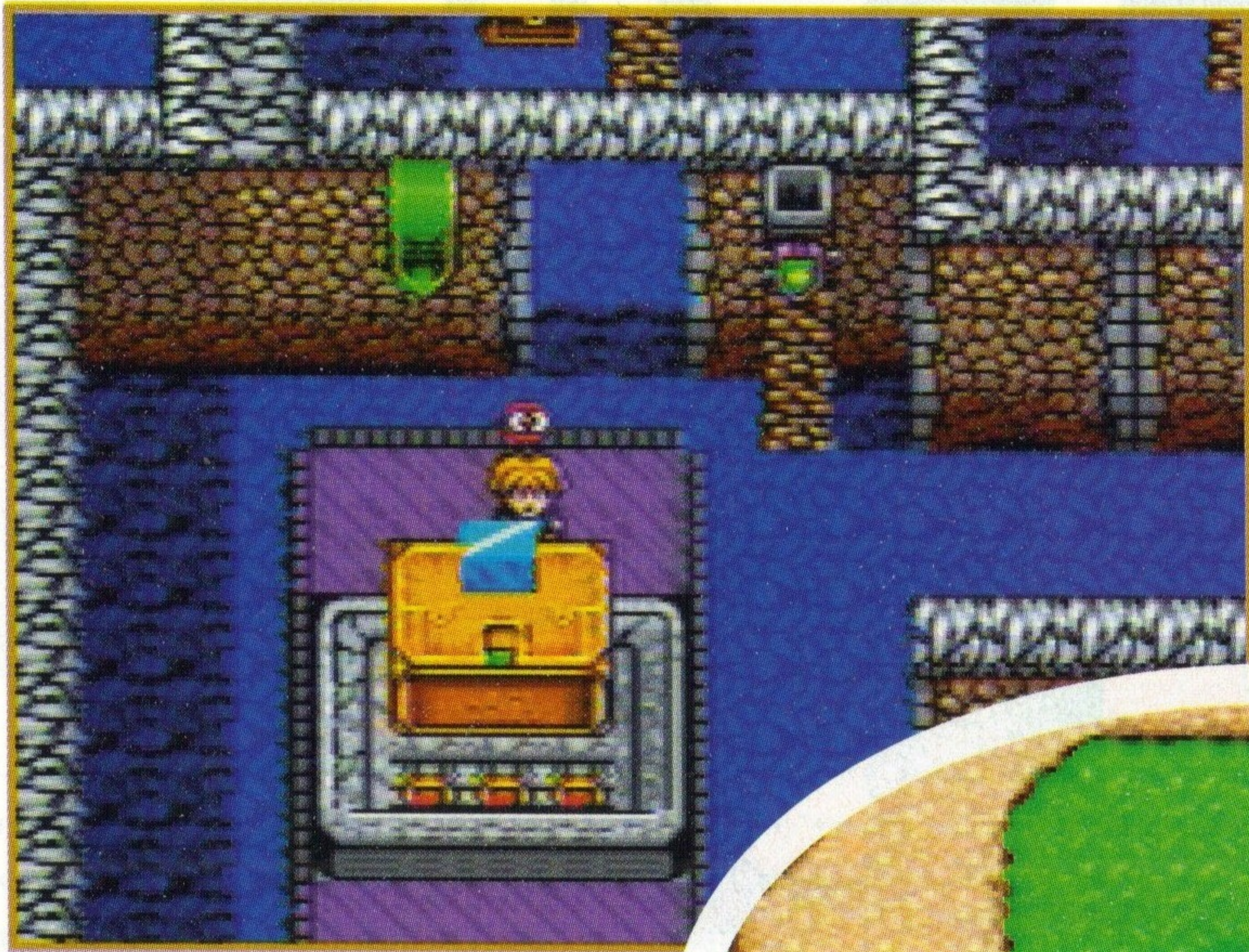
Right-oh old skip-jack-matey. As if I haven't got enough on my plate already I'll just go and play psycho-analyst to yet another chronically depressed royal. Can you hear me, Diana?

the wilds of the kingdom and this sets the scene for the rest of the game. It's all about exploration. Chests contain a variety of items — gems which can be exchanged for goods, the sword, keys, that kind of stuff.

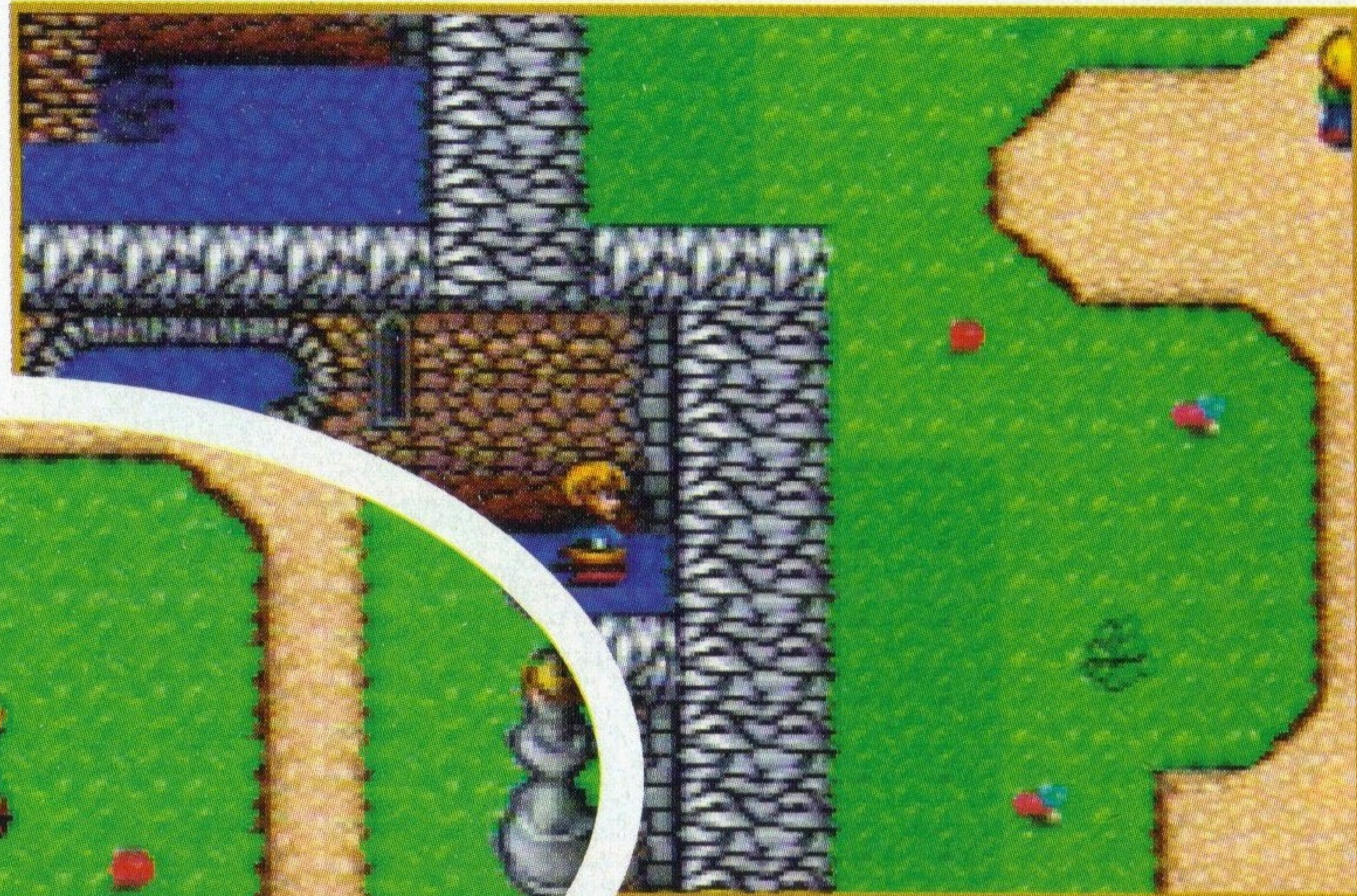
The graphics throughout are excellent. Colourful and they retain the feel of its console counterparts. However, despite all the good points it's not quite in the same league in terms of playability. It would be nice if there were more asides to see and do. More ways to communicate with



CD Review



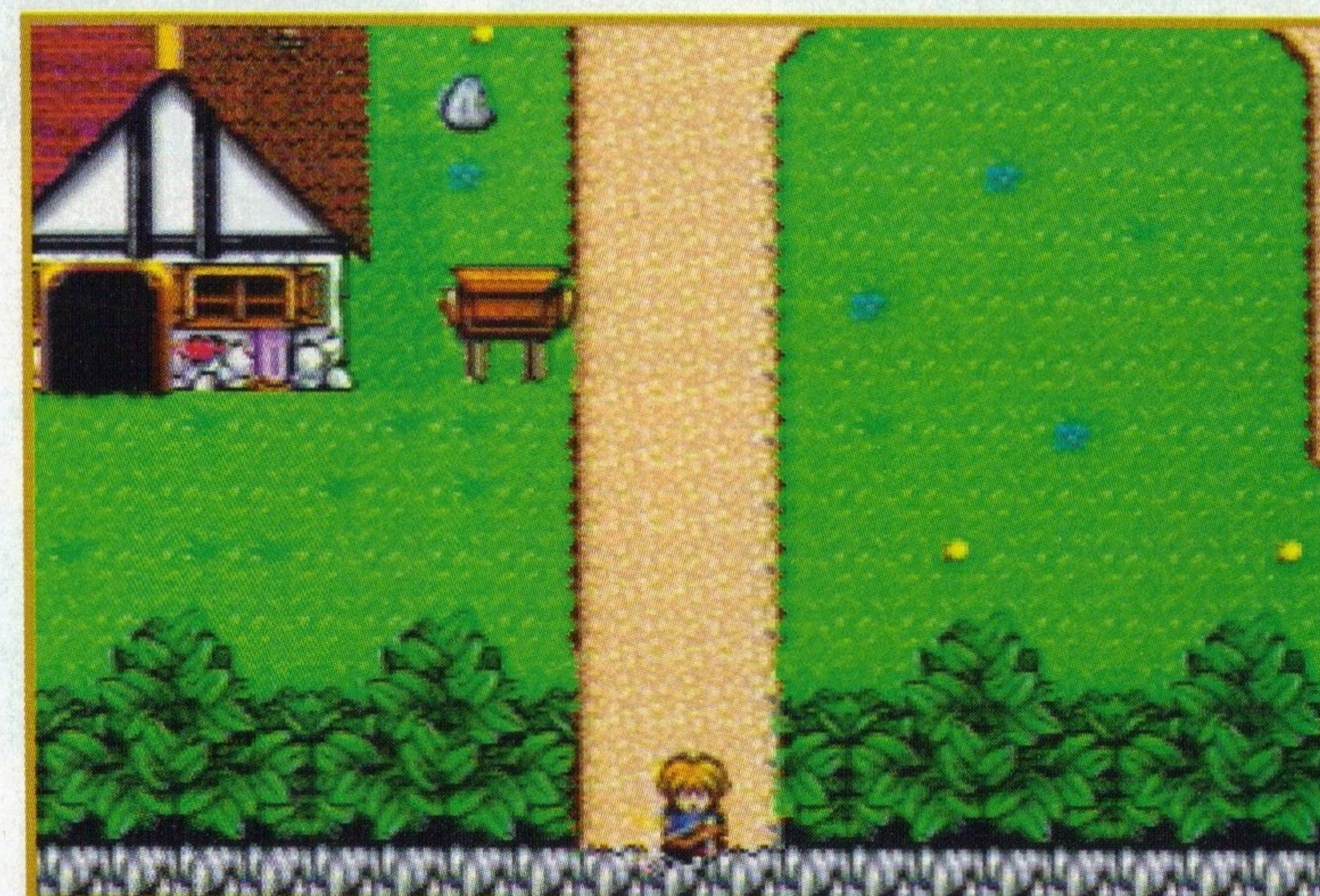
other characters than the limited number of responses and questions on offer. You sometimes tend to find yourself wandering about for ages getting completely stumped because you may have missed one chest or one clue. This isn't so bad at first but the further you get and the more of the play area you open up the more laborious this can become. It would be



This is the royal maze. There are quite a few nasty monsters roaming about but it's here you'll find the shield. A vital item as you can't leave the village without it.



Cho: I don't think I'd better leave here until I've got something to help shield me from enemy attacks. I feel a bit vulnerable at the moment!



Once you've found the sword you can use it to smash through this stone wall. You then discover the sinister maze. Uh-oh — best not give anything else away. Me and my mouth, eh!



nice if it had been broken down into smaller, more manageable chunks. Still it's a great and addictive challenge if you're prepared to sit down and put the time in. There are loads of things see and people to meet as



the story unfolds before your eyes. Certainly the shortcomings will be more obvious to those who've played similar games on the SNES. If you haven't you'll be grasped by the sheer addiction factor of the format. Not least because you'll have encountered nothing like it before in your career (so to speak) as an Amiga gamer.

A big cheer must go to Team 17 for producing a game almost unique on this system but at the same time a slight scolding as a little more interaction and a couple of extra sub-plots would have made it blinding. As it is it's still an excellent if at times cumbersome and somewhat belated introduction to a format which is without doubt the SNES' most valuable contribution to gaming as we know it.



Wahey! Keys are the cornerstone of any good adventure game. Afterall where would we be without the old locked door conundrum? Now I wonder where the appropriate lock can be found.



A quick shufty at the inventory reveals we have so far managed to accumulate the grand total of very little. Booty always plays a big part in these games so I reckon a spot of blagging's in order.

■ PUBLISHER: Ocean/Team 17 **■ PRICE:** £29.99
■ DEVELOPER: In-house **■ OUT:** Spring

Profile

- ☐ PLAYER
- ☐ SKILL LEVEL
- ☒ SAVE POSITIONS
- ☒ CD32 Enhanced

GRAPHICS

SOUND

GAMEPLAY

PROS:

It's big and all the presentation is up to Team 17's usual standards. They just get slicker and slicker.

CONS:

It's all too easy to get bogged down with a particular problem and end up wandering around.

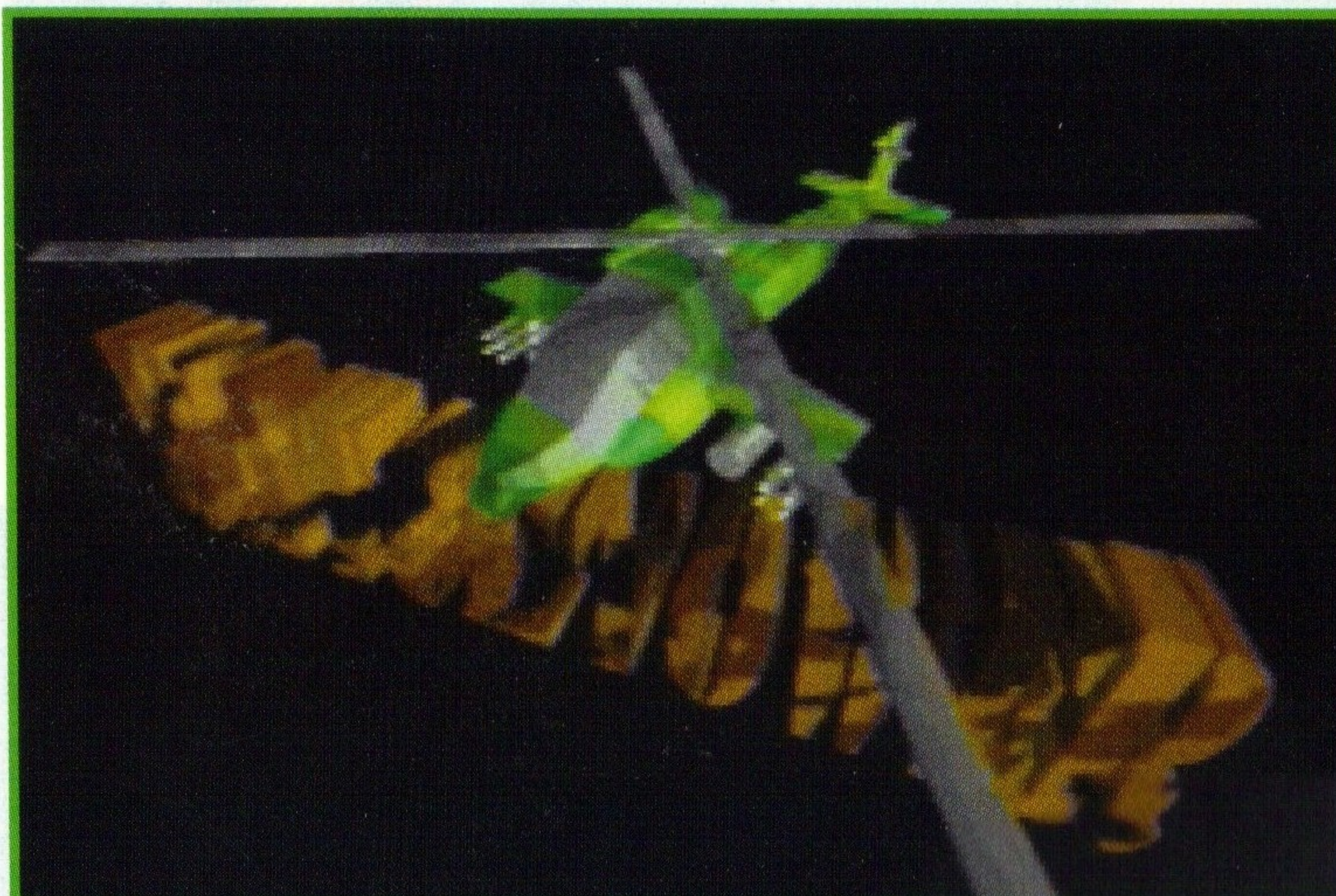
87%

CD Review

After last month's rip-roaring race-'em-up *Virtual Karting* (not to be confused with *Virtual Karts* on PC) OTM offer up an entirely different kettle of fish this time around. Grab your gun, utter some macho sounding monologue and head into the action-filled world of *Watchtower*...

I'm not aware of any of CyberArts' previous work but this doesn't somehow seem the kind of thing you'd expect of Finland types. I mean, war isn't really what they're famous for is it?

Watchtower casts the player in the role of a lone mercenary whose services are sought by the world's leading governments. But cut the waffle and it boils down to a classic style arcade shoot-'em-up. Do you remember *Commando*, or perhaps *Ikari Warriors* — arcade machines from years ago. Both were converted across all the contemporary home formats to resounding success. The idea was a simple one. A solitary soldier is dropped behind enemy lines with the task of making it out alive his only goal. Those golden oldies were simple vertically scrolling affairs but *Watchtower* adds more interest as the levels also scroll side to side mak-



The obligatory helicopter shot. From the likes of *FireStorm* to *Jungle Strike*, it now seems inevitable that you're going to get some sort of copter bursting forth from your screen...



Watch Tower



Ah, I still remember the very first *Rambo* movie. Sly Stallone running around, complete with red head gear and little else, blasting anything that moved. How films have progressed since. Why, some even have plots now...

ing them that much larger and giving a much more satisfying sense of freedom.

Many power-ups are also to be had which goes further towards increasing the addiction factor. The weapon you begin with is little more than pea-shooter so the first task is to bag some decent firepower otherwise you won't last five minutes. This has a lot to do with very unforgiving collision detection. Enemies need to be hit almost dead centre or they'll keep on coming but the way they weave around makes this more difficult than you might at first think. Still it makes a change from usual. Generally in this kind of game the bad guys just advance into your bullets without a second thought but here they act a bit more intelligently making for a very tough challenge even on the easiest of the three skill levels. Thankfully you can take two hits per life which goes some way towards redressing the balance.

In all there are seven collectable weapons to be had plus grenades of which you can carry a maximum of nine at a time. These are best conserved for use against vehicles and armoured bunkers. The weapons available are a Kalashnikov which has good range and decent rate of fire, the old and faithful Uzi which gives even greater rate of fire. Then there's the tried and trusted M16 which is a bit of an all-rounder and the M60 — basically an M16 with all-round improvements. Best of all is the mini-gun for cutting the enemy to shreds. Those with less finesse though will probably prefer the rocket launcher or even the flame-thrower. The former has enormous range and devastating power but low rate



CD Review



of fire lets it down. The flame-thrower on the other hand can sustain a constant burn but only covers a short distance.

The most annoying part is you're limited to eight basic directions of fire whereas the enemy can shoot at any angle they please. It's hard to see how the programmers could have done anything about this but it doesn't seem a tad unfair in the heat of battle.

Weapons are found by blasting the clusters of crates dotted around the combat area. However not all crates contain weapons. First aid kits, extra lives and blood bucks



(converted into points) are all to be found and gathered to help in the fight.

Graphically there's nothing in here to raise excitement levels above a whisper. In fact had *Watchtower* appeared five years ago no-one would have raised an eyebrow. However it doesn't make any pretence about



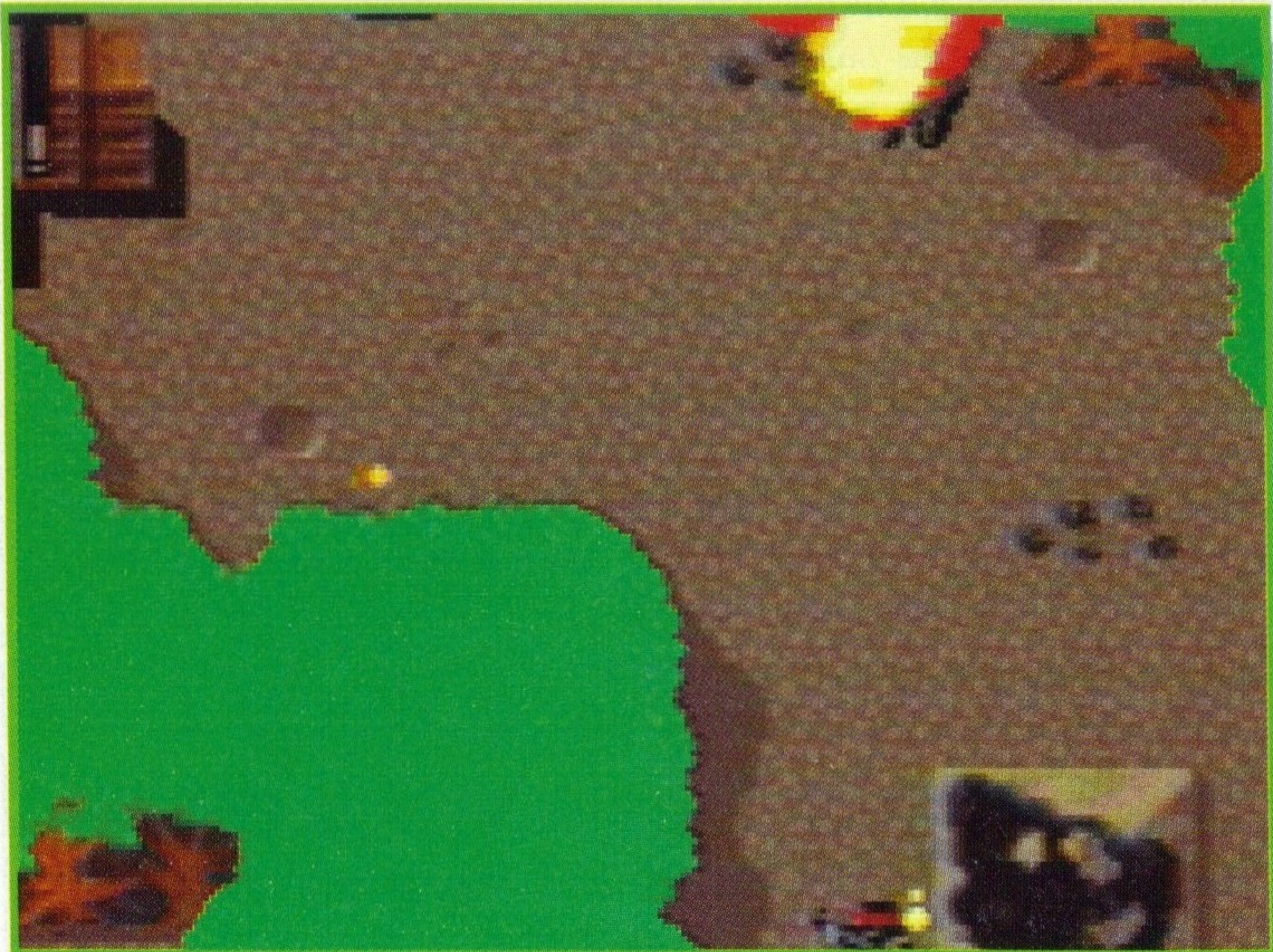
Blimey! Either he's pelting out streams of bullets every which way, or he's taken a bit of a knock on the head. And what's that chap doing on the floor? Get up and fight like a man...



being an icon for the '90s. What it offers is simple fun in the traditional mould. Hectic sprite-based shoot-'em-up action



Even so it's not without faults. I mentioned earlier the unfriendly



This is quite a departure from OTM's last release — *Virtual Karting*. And it's good to see a software house prepared to

All in all this is one for those who still get a kick from the styles of yesteryear and are looking for a rock hard challenge to get their teeth into. The quibbles I mention are there but aren't enough to detract too much from what is essentially a fine and challenging if dated blaster.

■ PUBLISHER: OTM ■ PRICE: £25.99
■ DEVELOPER: CyberArts ■ OUT: March

Profile

- 1** **PLAYER**
- 3** **SKILL LEVELS**
- X** **SAVE POSITIONS**
- ✓** **CD32 Enhanced**

All action blaster which harks back to the good old days in terms of looks and playability.

Tricky, and there are a few quirks which increase the difficulty factor.

SOUND

88%

Beneath

A Steel Sky

We've been receiving sackfuls of letters and phonecalls from disgruntled readers stuck on *Beneath a Steel Sky* and *Universe* — two of the Amiga's top point n' click games. We've printed solutions before but some people obviously missed them so, in true Star Wars video tradition. Here they, available for the very last time!

- Go to the left and take the loose rung from the top of the stairs, then go to the right and use it to prize open the door. Go outside and hide behind the door until the guard walks off, then go back inside and down the stairs. Go through the door on the right. Examine the junk — there's three separate bits. Insert Joey's circuit board in the middle one then stand on the lift to make Hobbins appear. When he comes, quickly duck through the door, open the cupboard and take the spanner from inside. If Hobbins returns before you've got it he'll stop you. You'll just have to go back out and repeat the process.

Next examine the transporter then keep talking to Hobbins until you find out what's wrong with it. Then ask Joey to fix it. It will go off and come back with a box. When it puts the box on the elevator it will descend, leaving the shaft open. Now's your chance to climb down.

- In the furnace room, examine the slot then ask Joey to open it. Reich will walk in and get killed. Examine the body and take his ID card then you can leave the room.

- The next place to visit is Lamb's factory. Talk to Anita and then have a word with Lamb. Then go and stick the spanner in the exposed cogs near where Potts is working. Once Potts has examined the damage and gone back to work you can recover the spanner. Go and examine the now idle droid to the left then loosen its shell using the spanner. Talk to Joey and offer him the new shell. Send Joey into the store-room and have him destroy the fuse box allowing you to enter unimpeded. Lift up the gangway and take the putty from the floor. You can ignore the WD40 and key.

Go across to the far left where the old man is sleeping and loosen the buttons on the steam machine using the spanner. When Joey arrives, tell him to press the right button and you press the left one at the same time. The steam machine will blow up and the old man will run off. Now go and flick the switch on the yellow console, remove the light bulb and replace it with the putty. Go back and flick the switch once more to blow the door off then pull the right hand lever to restore power to the lift.

- Go to the lift screen and examine the red cable, then get Joey to work on it. He'll burn through it with his welder and it'll drop to the floor



below. Use Reich's card to enter the lift then go down and collect the cable. Find Reich's apartment and enter using his card. Take the magazine from under the pillow then visit the travel agent. Ask for an economy tour and when he refuses you a ticket hand him the mag. Go back to level one and hang around by the lift until Lamb arrives. Talk to him until he tells you he needs a holiday then give him your ticket and in return he'll give you a tour of his factory. Go to the factory, find Lamb and remind him about the tour then go right, past Potts and talk to Anita. Give her the ID card and she'll install the jammer while telling you about the Schreiberman Port.

- Leave the factory and wait by the terminal until Lamb appears then use Reich's ID card on the terminal to enter the code from the yellow security manual (that's the one which came with the game). Authorise aD-Linc on Lamb and then leave the terminal.

- After Lamb finds he's unable to use the lift, talk to him and offer to feed his cat. When you get inside his apartment, get the video cassette from on top of the bookshelf.

- Visit Burke's BioSurgery, activate the projector and talk to the hologram. Wait until you've asked her for the Schreiberman Port then get Joey to talk to her and go into the surgery. Ask the doctor for a port. First offer him a lung, followed by a kidney, and finally your testicles. Keep talking to him after the port until he tells you about Anchor Insurance. Visit Anchor and ask for a policy, tell them Burke sent you.

■ PUBLISHER: Virgin ■ PRICE: £29.99
■ DEVELOPER: Revolution ■ OUT: Now

Willy Anchor will go off to make a phone call. Immediately get Joey to remove the anchor from the statue, then collect it. Combine it with the red cable to make a grappling hook. Now return to the first screen you appeared on, go up the stairs and through the door. Use the grappling hook on the sign on the building opposite and swing across the gap. Then grab the cable and leave through the door.

- Insert Reich's ID in the slot then sit down in the interface and wait until you enter the game. Touch the ball and exit right. Open the bag (via the inventory) to get the magnifying glass (DECRYPT) and the birthday surprise (DECOMPRESS). Next use the decompress option from the menu on the ball to get red and green passwords. Leave right using the red password on the first floor tile. Then simply follow the logical route to the exit. Pick up the bust and the book then decrypt the three coded documents. Now disconnect.

- Use the Linc terminal to read all the documents and use the Special Operations section temporarily increase your Linc status to unlimited. Put the ID card in the slot and you'll be taken to Sam and Norville's security room. Enter the lift and go down then enter the second lift and go down again. When Joey falls, take his circuit board.

- Talk to the fat lady, then go to the night club and have a word with the bouncer. Keep talking until he tells you Mrs Piermont may be able to sponsor you. Go and talk to her again, then, when she returns to her flat, ring the bell. When you get in keep talking to her until she goes to use the phone, then put the video tape in her VCR. When the dog goes to watch it you can grab his biscuits.

- Go to the lift screen and put the biscuits on the plank then leave the screen and wander about a bit before coming back. The dog should be barking at the biscuits. Pull the rope so the dog climbs onto the plank then release it and he'll fall in the pond. When the guard comes to help him you can duck inside the cathedral. Go through the door and open the middle locker.

- Go back to where Anita was working and open the middle locker. Take the overalls and put them on then go right. Use the control panel to open the reactor door then go in and get the ID card. Leave, close the door, take off your protective suit and head back to the interface room. Enter the interface using Anita's card.

- Get the tuning fork and play her a message. To get the tuning fork, first blind the eye then go through the computer as quickly as you can. Exit the room and blind the second eye, exit centre and centre again. Exit right and select **PLAYBACK** from the inventory to use on the well. You can then disconnect.

- Go to the ground level and talk to the gardener and then the boy who tells you the gardener was lying. Talk to the gardener again then leave by the near side door. Run your ID through the lock. Get the secateurs from on top of the barrel then go back to the nightclub and talk to the bouncer once more. Go in and turn on the jukebox. Choose any toon then return to Burke's surgery. Give the glass to Burke in exchange for Colston's fingerprints.

- Go back to the club and put your hand on the metal plate at the back of the building by the door. Leave via the right hand side of the screen, use the crowbar on the packing case and take the lid. Put it on top of the smaller box and climb on top. Use the bar and then the secateurs on the

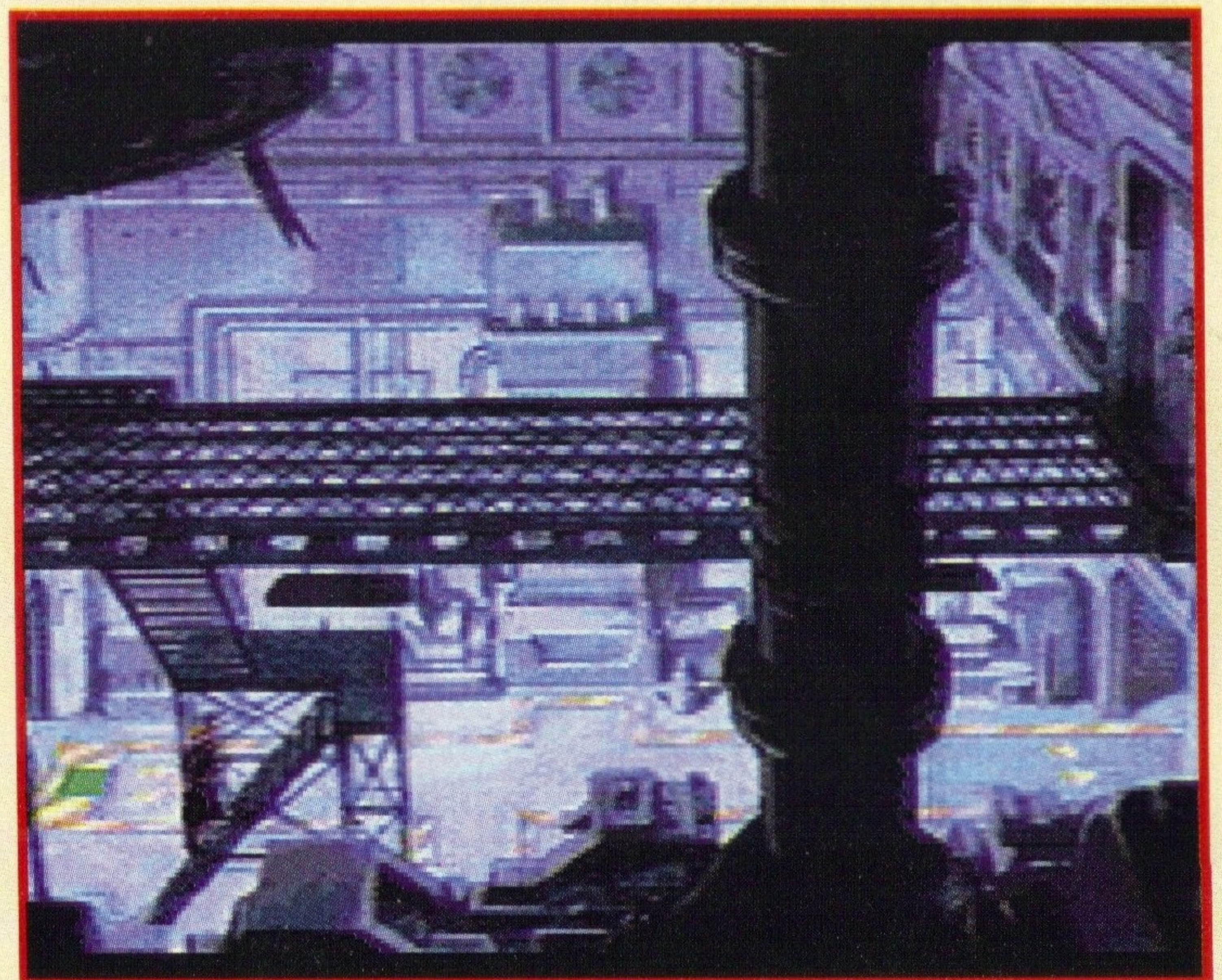
grill and climb into the resulting passage. Inside, exit to the right and turn through the diverting tunnel and then again to the right until the section with a whole (find it by tracing the cursor with a cable). Exit right, right again and exit at the bottom of the sloping tunnel.

- Select the crowbar and use it on the plaster at the back of the room and then on the bricks to force one of them loose then collect it. Stick the metal bar into the swollen vein right of the horizontal beam and smack it one with the brick. Pick up the bar and walk off to the right when the droid shows up.

- Look through the grill then leave via the left hand door. Walk down the stairs, go up to the console and use it to lower the temperature then go back up the stairs and pull the metal bar on the grill. Leave the room, leave the corridor by the right and go right again. Put Joey's board in the robot. Tell Joey to have a look in the tank room then get him to open the tap on the nutrient tank. You can now enter the tank room yourself.

- Go to the right through the back of the room and, same again and then through the door. Use Reich's card on the terminal. Press 2 to enter the restricted area. Exit the room and, after the struggle, take Joey's board and check out the body to get a new ID. Use it on the interface.

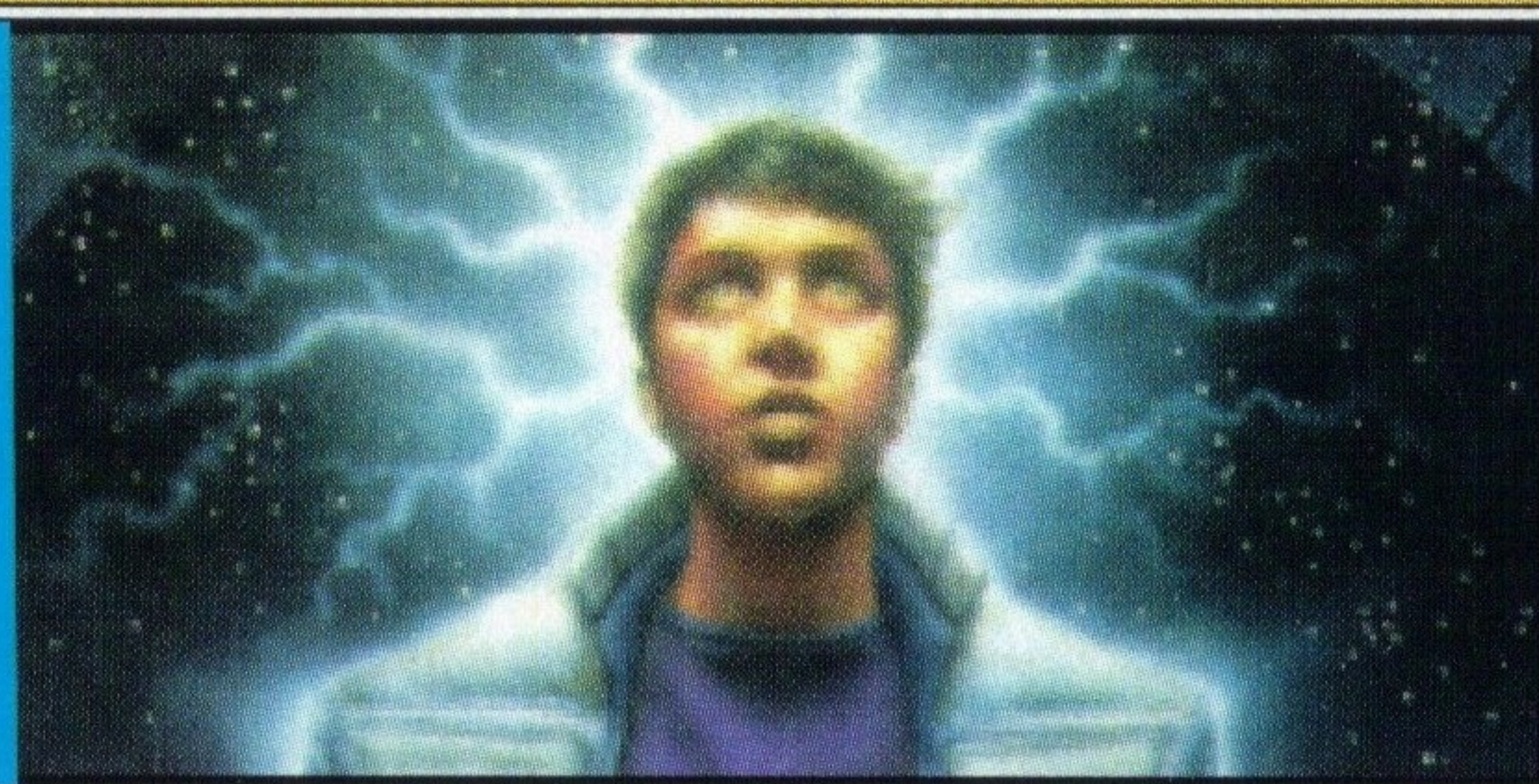
- Blind the eye, enter the crusader's room. Use Divine Wrath on the crusader then disconnect. Re-enter the interface with Anita's card and go back into the crusader's room. Use Oscillator on the crystal and get the Helix then disconnect once more.



- Leave the control room and go into the room from which Gallagher came. Insert Anita's card in the console and it'll crash. Get the tongs then leave via the right hand side of the screen. Use the tongs to get the flesh from the aquarium. Put the fish in the other tank then exit right. Open the middle cabinet and insert Joey's board. Download the character data using the console then run the programme and exit right. Tell Joey to put his hand on the sensor. Put your hand on the other sensor at the same time. Leave and then exit right. Use the cable on the pipe support. Climb down and drop the flesh into the orifice. An exit will then appear. Swing across using the cable and, when you get the chance, ask Joey to sit in the chair. Now simply talk to Joey to complete the game. Easy, eh?

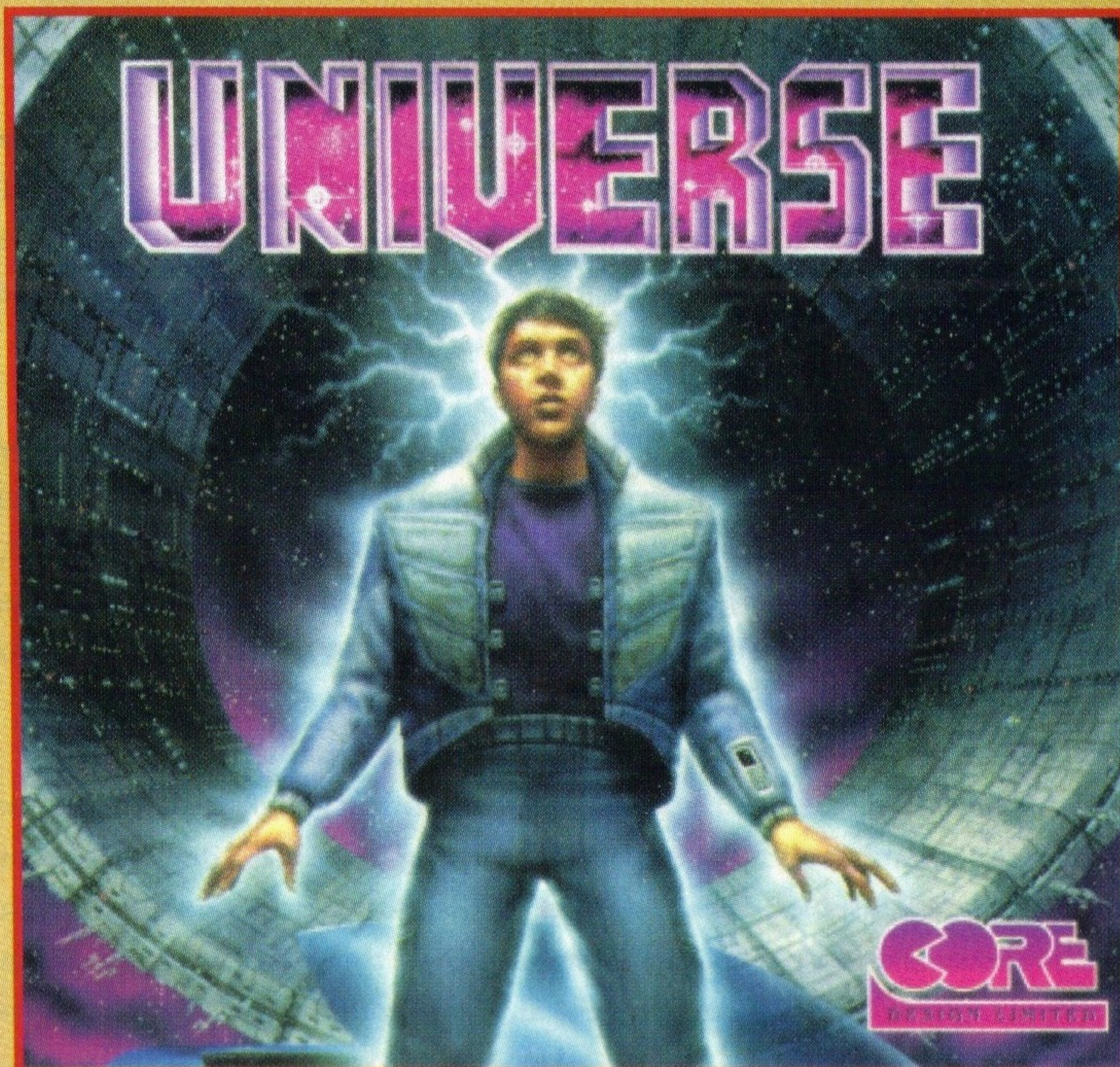
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Universe



That's *Beneath a Steel Sky* out of the way. Here's *Universe* as promised and I don't want to hear either of these games being mentioned ever again in a tips context or I might very well explode with the predictability of it all.

- 1. Jump off the disconnected service channel and onto the asteroid below.
- 2. Pick up the metal bar and the circuit board.
- 3. Jump onto the spinning rock and then onto the bridge which leads to the next scene.
- 4. Insert the metal bar into the panel of the satellite dish followed by the circuit board.
- 5. Use the panel and turn on the filtration system to Gavric Homeworld and link up the service duct to Gavric also.
- 6. Walk across the service duct.
- 7. Push /pull the air ducts and you'll be sucked down to the asteroid with the spinning rock.
- 8. Pick up the mirror, jump onto the spinning rock and go back to the satellite dish. Go to the next screen, walk to the far end and turn left.
- 9. Wait for the robot to pass then throw the mirror at the lasers.
- 10. Go to Silphinaa's house and use the keypad by the door. Once inside attack the door keypad with the metal bar.
- 11. Open the wardrobe and wear the suit.
- 12. Use the arm computer on the console, then use the console to open the window shutter.
- 13. Jump through the window.
- 14. Use the are computer with the car then enter the car.
- 15. Insert the keycard into the slot on the left of the control panel. Use the console on the right.
- 16. The code is 87764.
- 17. Navigate a course to Balkmos 7 (third to the left of where you are).
- 18. Descend to the planet and select the top right quadrant.
- 19. Pick up the droid and the spray can. Combine them then use on the aliens.
- 20. Jump in the car and ascend. Set a course for Jor-slev 4 (the next planet down on the map).
- 21. Descend and select the top left quadrant.

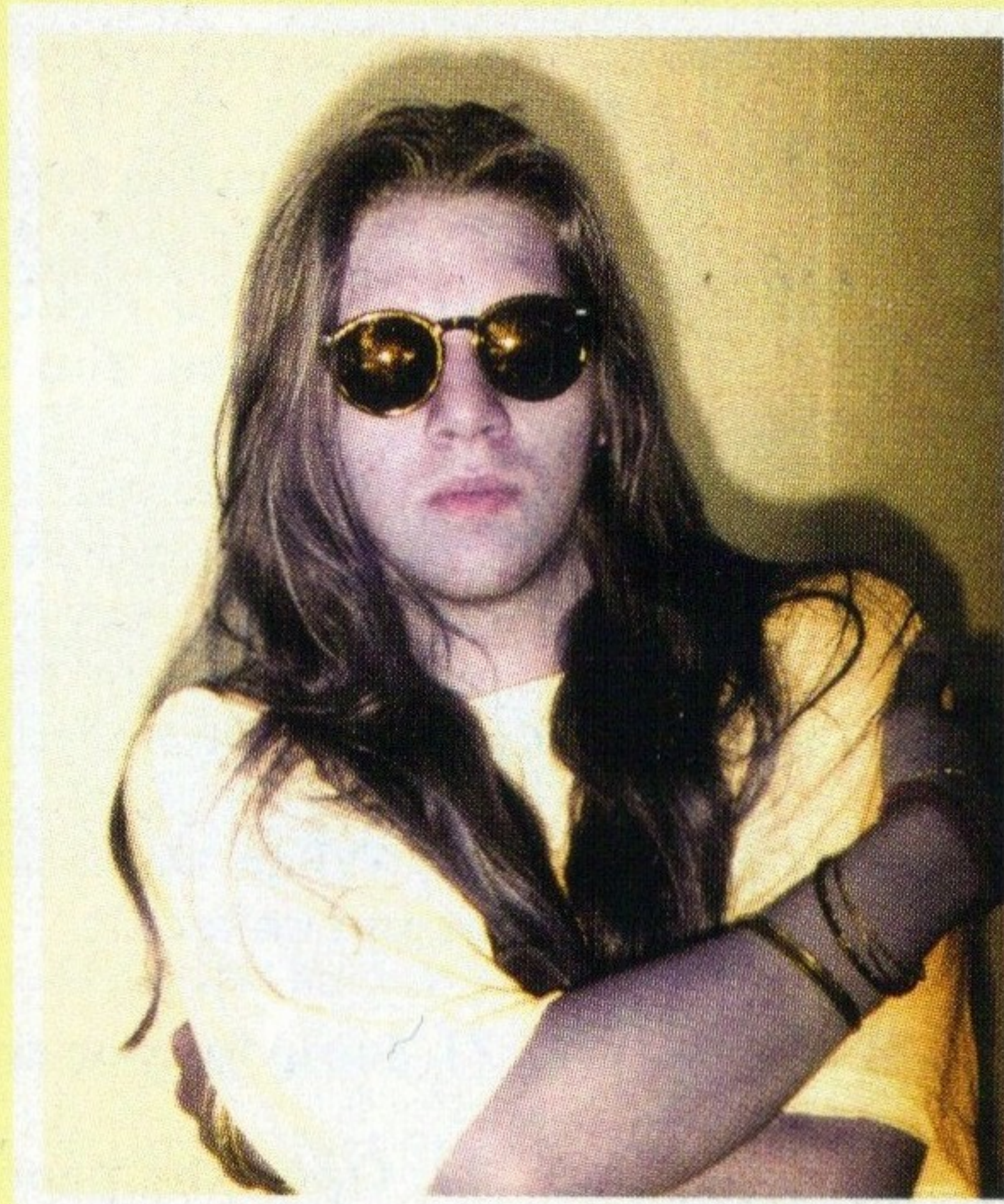


- 22. Pick up the rock and throw it at the alien. Use the droid on the blob.
- 23. Jump in the car and select the bottom right quadrant.
- 24. Talk to the old man in the hut then give him the blobs. He will give you some carvite.
- 25. Get in the car and ascend. Head back to the Pfallenop asteroids.
- 26. Offer Snorglat the medicinal herbs.
- 27. Dock with the ship — left mouse button to accelerate, right button to activate the clamp.
- 28. WHEELWORLD Landing Bay ref. 789c
After being shot by SNORGLAT jump in the car and the navigation screen will appear.
- 29. Select Landing Bay ref. 40e and set course.
- 30. You should now be on a landing bay with a mechanical droid. Push it into the hole and take the steel cable out of its box.
- 31. Get back in the car and steer a course for bay ref. 1h.
- 32. Walk out of the landing bay via the gate arch. Follow the car down to the bottom of the freeway.

■ PUBLISHER: Core ■ PRICE: £29.99
■ DEVELOPER: In-House ■ OUT: Now

- 33. You arrive in a section called Kaleev Way. Go up the escalator, right and up the next escalator.
- 34. Go to the dispenser machine with the card slot and insert your ID card.
- 35. Collect 'Happy Carv' and enter the arcades.
- 36. Once in the arcade talk to the alien on the right and buy him A brandy.
- 37. Combine the Happy Carv with the Brandy then talk to him again.
- 38. When the alien faints Boris will take his badge. Now leave the arcades and return to the freeway.
- 39. You will now see a healer and some jet-packers. Boris will talk to the healer then start chasing the jet-packers.
- 40. After defeating the jet-packers you will be on the landing bay ref. 1h with a jet-packer.
- 41. Talk to the jet-packer and get the healers hand.
- 42. Go back to Kaleev Way and see the healer in the taxi bay.
- 43. Talk to the healer and get a starchart from him. You will both walk off and you will see Baron Kaleev. Boris will run off into a passage.
- 44. Move Boris onto the lift and use the seel cable to get down. You can talk to the tramp but he is a red herring (stifled obvious gag — the VD32G team).
- 45. Run between the neon sign and the big building.
- 46. Walk onto the bridge and jump down onto the monorail then proceed to the next screen.
- 47. As soon as the train stops jump onto the supporting beam on the right then jump down to the lower entrance.
- 48. Go through and walk right to the air-filtering duct.
- 49. Use the droid with the duct.
- 50. You should now be in the spaceport departure lounge
- 51. Search for a ticket terminal and insert your ID card. Get the ticket and leave by the left hand door.
- 52. You should be at the corridor leading to the liner shuttle. Use you ticket on the forcefield terminal.
- 53. Go through and use the keypad to enter the shuttle.
- 54. You can talk to various people in the recreation ground but none of them can give you any information.
- 55. Get in the lift and select level one.
- 56. When in the corridor talk to the two men and try to give them the right answers.
- 57. Walk to the left and enter the first door — this is your room. A hologram will appear and tell you what to do.
- 58. Use the communications console to select level three and Myrell. This is the room with the healer Myrell inside. Have a conversation with him and go to his room (room five, level three).
- 59. Talk to Myrell and collect a starchart
- 60. combine the two charts and leave the room.
- 61. Talk to the assassin and when the liner blows collect the assassin's PTV card.
- 62. Move down to the hanger via the lift and into the blue PTV vehicle.
- 63. Use the navigation screen to set a course for Ankarlon 5.
- 64. Walk to the left and take the long metal bar from the junk pile.
- 65. Combine the bar with the starcharts. Jump into the car and take off.
- 66. Set course for Daarlør-Korv.
- 67. Walk far right to the shrine and insert the starchart/metal bar into the shrine. You will now be sucked into the portal.
- 68. Walk across the bridge into the next screen. Look at the large rock structure on the left and see what it tells you.
- 69. Start from the bottom right path and go bottom right, top right, top middle, top left, bottom left and bottom middle.
- 70. When the laser beams have gone throw the rock at the power gem and collect it.
- 71. Jump in your car and go back to Ankarlon 5.
- 72. Open the panel on the front of the crawler and use the power gem to activate the teleport.
- 73. Enter the teleport And talk to the creature inside.
- 74. Now combine the cloaking device you receive with the power gem.
- 75. Exit and set a course for the Mekanthallor galaxy.
- 76. A large prison ship will capture you.
- 77. Talk to the man-brute and get some information from him. Wait for two ensigns to talk to the man-brute then use the teleport to leave the ship.
- 78. You will descend to Coros.
- 79. Do what Snorglat's brother tells you and walk down the pier into the city.
- 80. Talk to Dorshiv and follow him, then walk back to the city.
- 81. Talk to the sentinel robots (one screen down from the city screen) then walk back to the city to talk to the ornamental droid.
- 82. Tell the droid to go and see the sentinel droid. The ornamental droid will come back to you. Tell him the password.
- 83. Wait for the explosion then go to the sentinels. Pick up the batteries and combine with the power gem/cloak device.
- 84. Use the arm computer with the clock device etc. Walk past the sentinels and to the left.
- 85. The next screen is automatic — follow what is said and done.
- 86. Now cloak again and go back to the droids at the citadel wall.
- 87. Talk to the droid on the right and make him blast the wall. Go through the hole in the wall.
- 88. Run to the right. Keep running until you come to a descending section then go down and run right until you come to a dragon.
- 89. Throw the ID chip into the dragons mouth. Jump behind its tail and wait until the robot gets eaten.
- 90. Jump out and pick up the droid's batteries.
- 91. Jump onto the ledge below the dragon's head.
- 92. As soon as you get blasted activate the cloaking device. Run out of the way and move to the left.
- 93. Stay cloaked and push/pull the droid on your near right. Watch him blast his fellow droids.
- 94. Now walk up and to the left. Talk to the man-brute and take the power arm from him.
- 95. Walk to the left and you'll find the Baron and the Emperor. Go through the conversation and, when asked, throw the power gem.
- 96. Finished — hurray!

mail section



Letters time again. Here's a thought — why not write in and tell us what you think of companies like OTM. Okay so maybe the games aren't quite as polished as you might expect from Ocean or EA but they're giving the CD32 a steady stream of fun, playable software. If you've written game they could help you get it on the market too.

First of all I want to congratulate you on producing a fine mag throughout these troubled times. As a dedicated CD32 follower, your support has been extremely reassuring over the last few months. All the other Amiga mags have all but given up on the CD32, yet you've remained loyal and optimistic, something all of us CD32 owners appreciate. Unfortunately, I do have one gripe, the quality of the cover CD's has deteriorated over recent months and is no longer worth bothering about. When I first started subscribing to the mag, the cover CD's were excellent and I had no qualms about forking out £6 for the mag because of them. Now though, we're still paying £6 and yet the cover CD's are crap. I appreciate this is not your fault, but if you've got nothing decent to put on them, the don't have one!

Whilst I'm on my soap-box, maybe you can tell me what the f@\$k Escom are up to? We were promised that the CD32 would be relaunched and yet we've seen or heard nothing. Are they just playing games with us, or are they really planning to re-release the CD32? If they did, it would be fantastic. In this new age of 32-bit gaming, more people would be after it and with a huge list of games already available, it's got a big head start over the Playstation and Saturn.

Despite the moans, I think the mag is brilliant and I hope I haven't brought you guys down too much. To be fair though, you've every reason to be feeling pissed off.

NEIL MOON

Don't worry Neil, you've not brought us down - the computer industry soon gives you a hard skin. What you said is a little worrying though. Do you really think the cover CD's are crap? Okay, so we may not have the big name playable demos, but it's still packed with some excellent PD and shareware stuff. This, on it's own, is well worth the £6 you seem so reluctant to pay. One solution we're looking into at the

moment is re-using some of the old demos. Admittedly, this is a bit unfair on readers who've got all the cover CD's, but for new readers, who missed out on a lot of the old ones, it's a good way for them to check out older games they may have missed.

I've been a subscriber to your mag for nearly a year now (thankfully my sentence is nearly up) and I just wanted to let you know that I won't be renewing it. This is for two reasons, first, the mag is now a pitiful 32 pages each month. Secondly, the time has come to face the fact that the CD32 is dead. The very fact that the mag is now only 32 pages is a pretty good indicator of this. In the last few months you've been so stuck for stuff to do, that you've regurgitated old crap from old mags. You've also had only three reviews in the last two months. If that doesn't tell you the machine is dead, nothing will.

Sorry to hear you're giving up on the CD32. It's sad, but I suppose you have to do what you feel is right. About your two reasons for giving up though, if anyone is responsible for the mag only being 32 pages and the CD32 dying, it's people like you, not us! Giving up on the machine so easily has only compounded the machines problems. It's not just you, there's others out there as well, cowards who've not got the bottle to stand up for a machine and make it work.

Despite what a lot of people may be saying, I just wanted to let you know that the majority of CD32 owners still appreciate what you're

doing for us. There's a lot of us out here and although some Judas' are now turning their backs on the machine, most of us are prepared to stick with it through thick and thin. Things may look bleak at the moment, but when the new CD32 is released, I'm sure people will start to realise what a great machine it is.
Keep up the good work!

This is more like what we expect to hear. Proper fans who're not afraid to give a machine the support and attention it demands. We appreciate your letter ? and are pleased to hear you'll be sticking with the CD32. If only everyone was like you, we'd probably not be in the mess we are at the moment.



To the letters person at CD32 Gamer
Month after month, I have waited for my copy of CD32 Gamer to arrive with news of a relaunch. Every now and then, Escom say the new CD32 will be launched soon, but, as they say, actions speak louder than words and I fear it is now too late. If we look at the facts though, you need a 40 Mhz PC with at least 8 Mb of Ram to get Doom running decently. If you now look at the CD32 (14 Mhz, 2 Mb) you can get games like AB3D and Fears. If Escom did eventually relaunch the CD32 with, say, a 33 Mhz processor and 4 Mb of Ram, then just imagine the quality of games. But, alas, I doubt it will ever happen.
Cheers! Bye!

CLAYTON SMITH

When Escom first took over Commodore and everything affiliated with the company, they were optimistic of being able to relaunch both the A1200 and CD32. Unfortunately, it seems that, so far, all of their time and resources have been ploughed into the A1200's relaunch, whilst little, or nothing has been done about the CD32.

Perhaps now that the A1200 is rightly back in the shops, Escom will afford the time needed to sort out the CD32's cosmetics, before relaunching it. Hey, you live in hope, right?



Hello!
My name's Jonas Danielsson and I wonder if you could review A1200 games and CD-Roms that work on the SX-I? It's kind of hard to get that sort of

information in Sweden! For example, I just called a Mail Order firm to ask if 'Encounters' worked on the SX-I. The sad answer was you have to buy it and see for yourself. They couldn't even give me my money back if it didn't! Good sales person? I think not!

Why don't A1200 games work, what's the problem? Fears and Gloom don't work, why? I'm afraid to order A1200 games and stuff, please, please help me, can you make some sort of list?

At least check out 'Encounters' and see if it works.

Thanks for the terrific mag!

Bye, bye

**JONAS DANIELSSON
SWEDEN**

CD32 Gamer are always keen to help out our friends in Europe, so here's a little list of floppy games that'll work on your SX-I
Jonas; Battle Chess, Sim City, Stratego, Eye of the Beholder, Gauntlet 2, Legend, Beastlord, Tarqhan, Space harrier, Wrath of the Demon, Forgotten Worlds, Waxworks, Mortal Kombat 1 and 2, Obitus, Street Fighter 2, Turrican 1,2 and 3, Gods, Chaos Engine, Thexder, Alien Fires, Golden Axe, Alien Syndrome, Overlord, Double Dragon 3, Robocop 3, Cannon Fodder, Terminator 2, Ork, the Settlers, Heart of the Dragon, Lemmings, Last Duel, Legend of Faerghail, Sim Life, Wind Walker, Globdule, Agony, Leander, Pictionary, Hole-in-one Miniature Golf, Dragon Wars and Stellar 7. Hope that helps a little bit, as for Encounters, we can't help you out there, but maybe one of our lovely readers will write in and let us know for you.



Oi, Oi
Watcha! It's me again for the 3rd time (if you printed my last letter anyway) The reason why I'm writing this letter is for ... er ... a reason? My birthday is in July and I'm planning on bothering my Dad to get a Playstation! The only thing that stops me getting it, is how long the CD32 will be around for? If it's for another 2, or 3 years, then it's sod of Playstation. If it's not, then it's into the spare room for it. Ok, now some questions:

1) I'm missing a racing game to add to my CD32 collection, which one should I get out of ATR and Super Skidmarks 2?

2) Which RPG should I get out of Dragonstone, Speris Legacy and Legacy of Sorasil?

3) Which Pinball game should I get?

That's all my questions asked. Now I'll say

with a Syndicate cheat by me and my best mate, Chris Lahabib

On the Companies name, enter your name as 'Marks Team'. You'll get infinite men, (only when you die will it say empty, save the game and come back and the empty will be gone) all the best weapons, the ability to go anywhere in the world, 1 million quid and your energy replaced if you get hit.

Now wasn't that worth printing? I'd like to leave by saying hello to my new cousin Maysie (who will be a CD32 supporter) and my other bets friend in America ... Paul 'o Brian and his family.

DANIEL LYNCH AND CHRIS LAHABIB.

One more thing ... I'm a big fan of Akira, should I get the game?

Oh no! The bloody 'P' word. Why is it everyone so eager to get a stupid 'P'. Stick with your CD32, you'll be much better in terms of games and your wallet! AS for your questions, well ...

1) They're both equally good in their own way, so the only answer is to get both! This may sound like an expensive solution, but you could buy both and still have change compared to Destruction Derby on the 'P'.

2) Hmm, tough one this! They're all very good. In the end though, I'd have to say Dragonstone just nicks it.

3) Philistine! There's only one pinball game as far as we're concerned, Pinball Illusions, perhaps the greatest game of its kind on any console!

As for Akira, let's just say you'd be better off having your head ripped-off by a brain eating cannibal. Yep, it's that bad! Of all the games ever released on the CD32, it would have to go down as the worst!

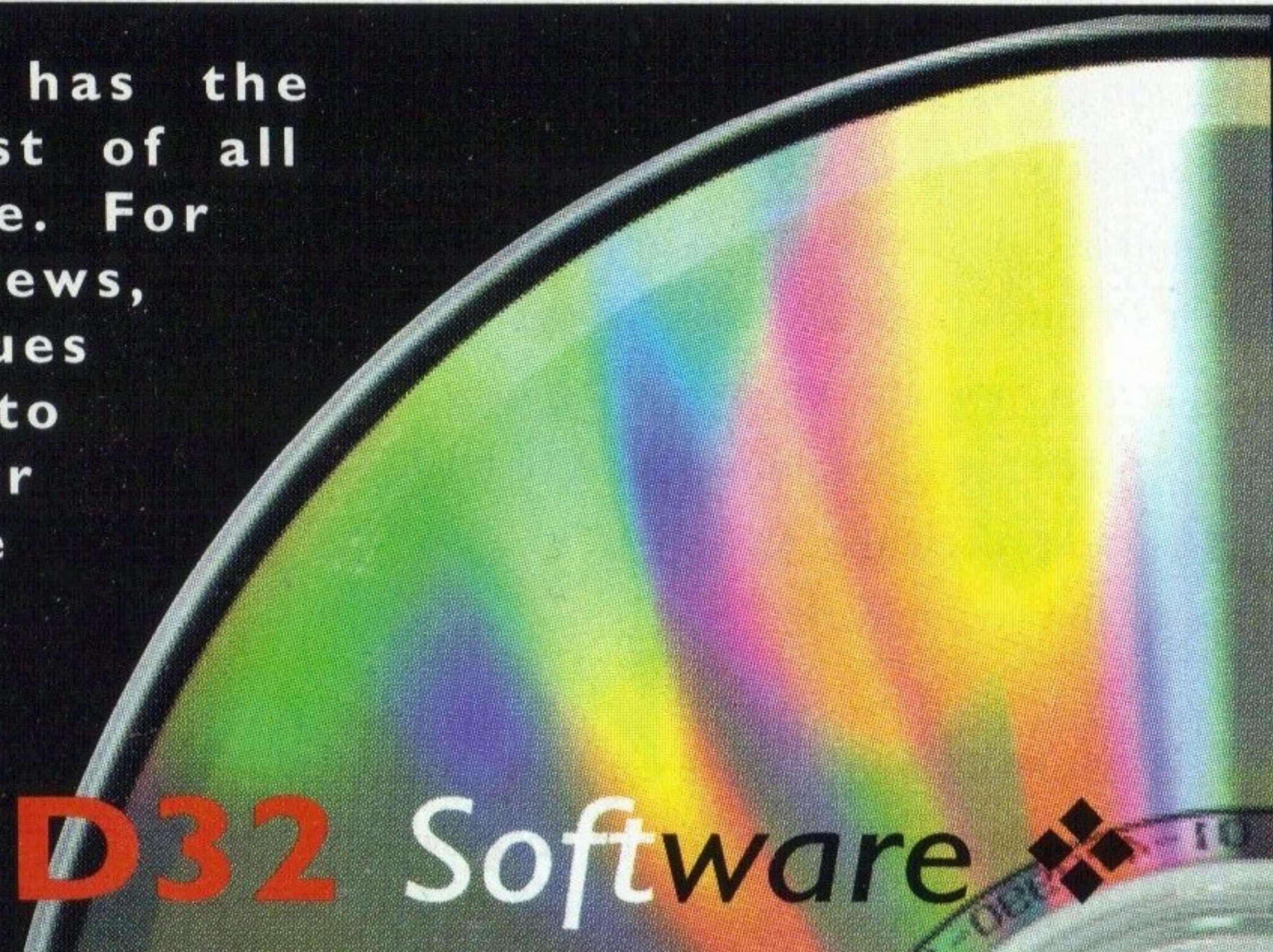
write to us !

Send your brickbats, bouquets and any spare cash that you may want to push our way to :

**MAIL SECTION, AMIGA CD32
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TQ12 2JS**

A to Z

AMIGA CD32 GAMER has the most comprehensive list of all CD32 software anywhere. For the full, definitive reviews, check out our back issues so that when it comes to software history, your knowledge is as accurate and complete as ours.



❖ The Definitive Guide To All CD32 Software ❖

A B

AKIRA • Neo

Dire Manga tie-in. The graphics could've been lifted from a C64 and the gameplay – well, have a sick bag handy!

ACG Rated 60% (Issue 10)

ALFRED CHICKEN • Mindscape

Unoriginal and unspectacular, but it doesn't matter 'cos playability is top notch with big, varied levels testing platforming skills to the limit.

ACG Rated 78% (Issue 1)

ALIEN BREED 3D • Team 17

Not the smoothest Doom clone on CD32 but definitely the one which comes closest to capturing the all important feel of the PC classic. **ACG Rated** 91% (Issue 18)



ALIEN BREED • Team 17

An overhead-view blast-'em-up in the *Gauntlet* vein with masses of mazes and power-ups. Gameplay is simplistic, but action is fast and atmospheric.

ACG Rated 77% (Issue 1)

ALIEN BREED 2 • Team 17

Decent *Gauntlet*-style, *Aliens*-inspired blaster, but a smidge on the difficult side and may not appeal to all tastes. Comes free with *Tower Assault*.

ACG Rated 72% (Issue 7)

ARABIAN KNIGHTS • Buzz

The graphics are less than awesome, but playability is fine in this nippy platformer with a sprinkling of neat puzzles that should keep you guessing for quite a while.

ACG Rated 74% (Issue 1)

ARCADE POOL • Team 17

Sophisticated it's not, but for quick action entertainment this game is hard to beat, with some tough opposition.

ACG Rated 88% (Issue 2)

BANSHEE • Core Design

Great AGA graphics and a formidable challenge lift an unoriginal vertically-scrolling shooter into the major league. Seriously impressive action.

ACG Rated 88% (Issue 4)

BASE JUMPERS • Rasputin

Basically a platformer but with loads of classic arcade-style sub-games thrown in for good measure. Lacks sophistication though.

ACG Rated 79% (Issue 13)

BATTLE CHESS • Interplay

An amusing variation on the world's best boardgame. All the pieces are animated, with some hilarious combat scenes. A fun intro to a great game.

ACG Rated 76% (Issue 1)

BATTLETOADS • Mindscape

Despite the varied and imaginative gamestyles packed into the original NES game, the CD32 conversion fails due to an awful control system. A waste of time.

ACG Rated 22% (Issue 3)

BEAVERS • Unique

A simplistic and rather limited platformer, but cute graphics and some amusing touches make for reasonable addictiveness.

ACG Rated 75% (Issue 2)

BENEATH A STEEL SKY • Virgin

The best point 'n' click adventure on the CD32, and one of the best to grace any format.

ACG Rated 90% (Issue 7)



BENEFACTOR • Psygnosis

Strange puzzler with tiny sprites and fine animation. A hybrid of *Lemmings* and *Impossible Mission*(!).

ACG Rated 85% (Issue 9)

BIG 6 • Codemasters

Compilation of simple, jolly adventures for the lovable eggy hero Dizzy. For the young or young at heart!

ACG Rated 89% (Issue 9)

BRIAN THE LION • Psygnosis

An varied platformer thoughtfully upgraded for CD32. Playability isn't all it could be though.

ACG Rated 65% (Issue 5)

BRUTAL SPORTS FOOTBALL • Millennium

A side-scrolling SF sports game crossing American football with all-out war. Fun for a while, but ultimately unsatisfying due to confusing control system.

ACG Rated 55% (Issue 2)

BUBBA 'N' STIX • Core Design

Large, colourful sprites star in a cartoony platformer. Stix himself is a great little weapon with a host of functions, while gameplay as a whole is original and entertaining.

ACG Rated 89% (Issue 1)

BUBBLE AND SQUEAK • Audiogenic

Reasonable if dated platformer. Good variety in graphics between levels, but it's all a little too simplistic for comfort. Platform addicts only need apply.

ACG Rated 74% (Issue 6)

BUMP 'N' BURN • Grandslam

A straightforward race game lifted into pole position by masses of humour, power-ups and a great two-player mode.

ACG Rated 90% (Issue 4)



C D E

CANNON FODDER • Virgin

A shoot-'em-up with a difference, ie bucketloads of originality, playability and blood-splattered black humour.

ACG Rated 90% (Issue 2)



CASE OF THE CAUTIOUS CONDOR

• Airwave Adventure

A "whodunnit" murder mystery where you have to save the universe. Well, not the entire universe, but one bit. Sounds like a certain board-game to me.

ACG Rated 80% (Issue 16)

CASTLES II • Interplay

Medieval war is reproduced in stunning detail in this strategy game. Sluggish speed will put off all but strategy fans.

ACG Rated 39% (Issue 1)

CHAMBERS OF SHAOLIN • Unique

Arguably the worst beat-'em-up in the history of mankind. This should not be bought under any circumstances, except as a cruel gift to an unwanted friend.

ACG Rated 6% (Issue 1)

CHAOS ENGINE • Renegade

Gauntlet for the 1890s is the theme of this steampunk-styled blast-'em-up with masses of mazes and monsters. Rather un-original, but furious action should keep you occupied.

ACG Rated 72% (Issue 2)

CHUCK ROCK • Core Design

Big sprites, but limited colours and simplistic gameplay make this dated. Not bad, but pointless when you could buy...

ACG Rated 57% (Issue 1)

CHUCK ROCK II : SON OF CHUCK

• Core Design

A genuinely funny platformer with lots of witty touches and imaginative gameplay elements. The *Son of Chuck* is a great new platform character.

ACG Rated 86% (Issue 2)

CLOCKWISER • Rasputin

Fun puzzle game as you attempt to match patterns on the screen. Level editor gives huge scope for longevity, but not everyone's cup of tea.

ACG Rated 81% (Issue 6)

COALA • Empire

Helicopter flight sim which boasts some impressive visual effects like the ability to look around the cockpit and view the world from all angles. Not up to the standards of *Gunship 2000* though.

ACG Rated 80% (Issue 19)

DANGEROUS STREETS • Flair Software

Static, this looks like a big and brash *SFII* clone, but animation is dreadful and gameplay uninviting.

ACG Rated 22% (Issue 1)

DEATH MASK • Alternative

Imagine *Gauntlet* viewed in first person perspective and with a new, futuristic theme. That, in a nutshell, is *Death Mask*. Looks good and plays the same way.

ACG Rated 88% (Issue 9)

DEEP CORE • Ice

Nice intro soundtrack and good in-game graphics can't disguise uninspired arcade-adventure gameplay.

ACG Rated 42% (Issue 1)

D/GENERATION • Mindscape

Crude graphics and minimal sound fail to disguise one of the most atmospheric and fun games on the CD32. An addictive mix of arcade action and brain-twisting puzzles.

ACG Rated 90% (Issue 1)

**D-HERO • Gremlin Graphics**

An unoriginal, but still very slick and playable *R-Type* clone. Five levels packed with furious blasting action.

ACG Rated 85% (Issue 2)

DARK SEED • Cyberdreams

A slow but intriguing adventure game with stunning graphics. HR Giger's otherworldly artwork provides the perfect atmosphere for a truly haunting experience.

ACG Rated 90% (Issue 4)

**DENNIS • Ocean**

Slick, 256-colour graphics, but the gameplay is as tired as the uninspired platforming format.

ACG Rated 37% (Issue 1)

DIGGERS • Millennium

A more sophisticated variation on the *Lemmings* arcade format. Sadly, while the soundtrack is brilliant, gameplay is frustrating due to complex control system.

ACG Rated 56% (Issue 1)

DONK • Supervision

Yet another cute platformer which sadly doesn't play as good as it looks. However the simultaneous two-player mode is reasonable.

ACG Rated 58% (Issue 2)

DRAGONSTONE • Core

Fine console-style RPG which takes a while to warm up, but once it gets going you'll be hooked.

ACG Rated 87% (Issue 10)

EMERALD MINES • Alamathera

Graphically this is painfully bad, but the classic eighties-style gameplay will please puzzle fans.

ACG Rated 85% (Issue 10)

EXILE • Audiogenic

A classic arcade adventure in CD32 form. It's big, it's challenging, it's unique. The only thing which stops it achieving gold status is the irksome control method.

ACG Rated 89% (Issue 15)

EXTRACTORS • Millenium

The follow up to *Diggers* takes the original's theme and irons out all the hitches and quirks. A polished and challenging platform puzzler.

ACG Rated 88% (Issue 11)

**FEARS • Manyk**

Doom meets the CD32, and while the PC market is fit to burst after every software house decided to release a clone of this great game, it has yet to filter across to many of the more popular formats. At last, CD32 owners can get a taste what they've been missing, and boy, is it ever good!

ACG Rated 94% (Issue 16)

**F17 • Team 17**

A nice-looking and playable racing game with plenty of speed and fun. Unfortunately there's no two-player mode though, and lacks depth compared to *Mansell*.

ACG Rated 73% (Issue 1)

FIELDS OF GLORY • Microprose

The 'Simulation Kings' venture into war-gaming. Unfortunately, this time they've missed the mark.

ACG Rated 69% (Issue 7)

FIRE & ICE • Renegade

Although a little unfair at times, magnificent music,

innovative gameplay and impressive graphics make this one of the most attractive platformers on CD32.

ACG Rated 87% (Issue 2)

FIRE FORCE • Ice

A side-scrolling *Commando*-style game ruined by poor controls and sluggish responsiveness.

ACG Rated 34% (Issue 1)

FLINK • Psygnosis

Atmospheric arcade platform adventure with a few puzzles along for the ride, but nothing in the way of originality.

ACG Rated 82% (Issue 9)

FLY HARDER • Buzz

A fiddly and overly difficult CD32 version of *Thrust*. As ever, the control system is fun to mess around with, but there's far too few levels.

ACG Rated 52% (Issue 1)

FOOTBALL GLORY • Black Legend

A football game in the *Sensi* mould, graphics-wise. More humour, but sadly lacks playability.

ACG Rated 85% (Issue 13)

FRONTIER: ELITE II • Gametek

A monumental game unrivalled in its galaxy-spanning scope. Controls are fiddly, but overall, an unmissable epic.

ACG Rated 95% (Issue 2)

**FURY OF THE FURRIES • Mindscape**

An interesting mix of platforming and *Lemmings*-type puzzles with masses of challenge, but not much in the way of graphics or sonics.

ACG Rated 75% (Issue 2)

GLOBAL EFFECT • Millennium

A slow, uninvolved eco sim, that follows the lifespan of a planet. Challenging and seriously dull.

ACG Rated 55% (N/A)

GLOOM • Black Magic

A *Doom* clone. Need we say more? Oh, alright then. It's smooth, packed with generous mounds of violence and you get an effing big gun. Top title.

ACG Rated 92% (Issue 15)

**GUARDIAN • CDS Software**

A truly innovative blaster for the CD32, with a dash of *Defender* and *StarWing* complimenting a visually stunning game. Play is unrelenting and monotonous – a perfect shoot-'em-up.

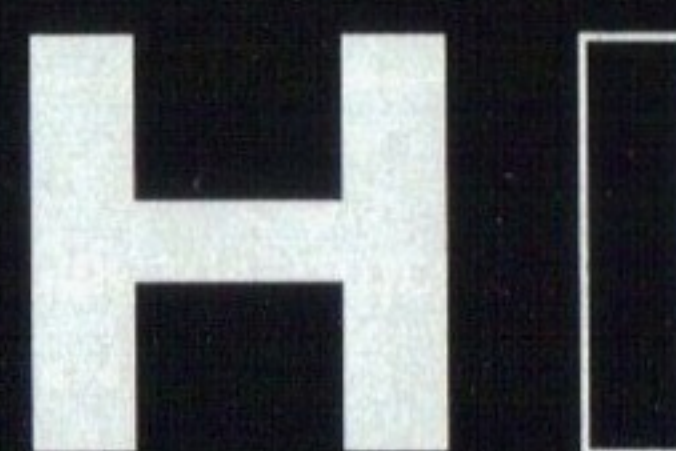
ACG Rated 92% (Issue 5)

**GUNSHIP 2000**

MicroProse

A huge combat simulation recreating the experience of flying helicopters. You can also lead into battle a squadron of copters. Lots of action.

ACG Rated 92% (Issue 2)

**HEIMDALL II • Core Design**

A splendid adventure with masses of puzzles, fab graphics and varied worlds to explore. Gameplay is completely absorbing, though save points are few.

ACG Rated 90% (3)

**IMPOSSIBLE MISSION 2049 • MicroProse**

The classic 8bit original is included free and plays rather better than the new, updated version.

ACG Rated 40% (Issue 4)

INTERNATIONAL KARATE PLUS • System 3

A less than brilliant conversion of an 8bit classic is a bit too sluggish and limited to shine on CD32.

ACG Rated 44% (Issue 1)

INTERNATIONAL SENSIBLE SOCCER

• Renegade

Besides recreating the 1994 world cup tournament, this features some minor tweaks to gameplay, graphics and sound.

ACG Rated 92% (Issue 4)

**JAMES POND III: OPERATION STARFISH**

• Millennium

A slick addition to the *Pond* legacy, with bigger sprites, more challenging puzzles and heaps of places to explore. Fast 'n' fun – one of the better CD32 platformers.

ACG Rated 78% (Issue 3)

JETSTRIKE • Rasputin

A game-player's delight, packed with challenge and attention to detail. A brilliant crossbreed of flight sim and shoot-'em-up action. Don't miss it!

ACG Rated 94% (4)

**JOHN BARNES EUROPEAN FOOTBALL**

• Buzz

A dire side-scrolling football game which promises much but fails to deliver on the pitch with jerky scrolling, lousy controls and collision detection.

ACG Rated 32% (Issue 1)

JUNGLE STRIKE • Ocean

The sequel to *Desert Strike* isn't as polished as its predecessor, but offers more of the same addictive mayhem.

ACG Rated 90% (7)

**KID CHAOS • Ocean**

A blatant *Sonic* clone which copies just about everything except the playability.

ACG Rated 68% (Issue 5)

KINGPIN • Team 17

Surprisingly fun and playable ten-pin bowling simulation which plays better than you'd expect.

ACG Rated 80% (Issue 10)

LABYRINTH OF TIME • Electronic Arts

A surreal adventure with stunning, hi-res still graphics to convey a brilliant sense of atmosphere. The slow pace will put off many but it's certainly different.

ACG Rated 70% (Issue 1)

LAST NINJA 3 • System 3

Unchanged from its A500 origins, this is showing its age. Varied puzzles and a budget price make it worth a look though.

ACG Rated 68% (Issue 3)

LEGACY OF SORASIL • Gremlin

A convincing, truly atmospheric conversion of the *HeroQuest* role-playing game. Graphics and brilliant sonics make this impressive, while the easy control system and fast pace will get anyone addicted.

LEMMINGS • Psygnosis

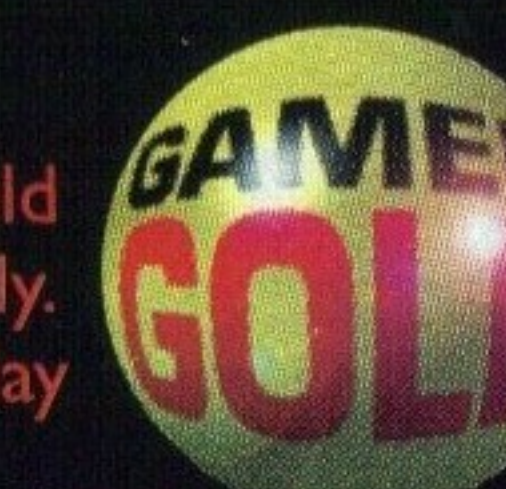
A truly excellent game, but this CDTV conversion lacks the original's two-player mode. A shame, as is the fact that it really needs a mouse to play seriously.

ACG Rated 79% (Issue 2)

LIBERATION • Mindscape

A huge sci-fi adventure which would take several lifetimes to explore fully. An intriguing story, involving gameplay and texture-mapped graphics.

ACG Rated 92% (Issue 1)

**LITIL DIVIL • Gremlin**

This CD-only title isn't state-of-the-art, but fifty-plus puzzle rooms add up to a big challenge with plenty of humour. Excellent.

ACG Rated 90% (Issue 4)



LOTUS TRILOGY • Gremlin Graphics

A bumper compilation of three now rather dated racing games. Rough.

ACG Rated 60% (Issue 2)

LUNAR-C • Mindscape

A side-scrolling shoot-'em-up which rips off *Gradius*' power-up system, but none of its variety or playability. [Available in Doublepack with *Overkill*.]

ACG Rated 37% (Issue 1)

M

MARVINS MARVELOUS ADVENTURE

• 21st Century

Reasonable little platformer; platform fans will enjoy it, but it's not too sophisticated.

ACG Rated 72% (Issue 7)

MEAN ARENAS • Ice

Pac-Man may seem less than state-of-the-art, but this update is very playable with enough updates to provide reasonable fun.

ACG Rated 61% (Issue 1)

MICROCOSM • Psygnosis

A graphical showcase with a fantastic FMV-style intro. Unfortunately, gameplay is repetitive and frustrating.

ACG Rated 60% (Issue 1)

MITRE SOCCER SUPERSTARS • Flair

Decent footy sim with plenty of options. If you want a side on view of the sport go for it, but it ain't no *Sensi*!

ACG Rated 82% (Issue 10)

MORPH • Millennium

An intriguing arcade puzzler where you morph between four different types of blob.

ACG Rated 84% (Issue 1)

MYTH • System 3

A System 3 classic, this still impresses with the imagination behind graphics and gameplay. Control system is awkward, but budget price compensates for age.

ACG Rated 71% (Issue 3)

NAUGHTY ONES • Interactivision

A truly annoying platformer, with a lame two-player option thrown in. Bland graphics and banal puzzles. Awkward control and progress across the levels is slow.

ACG Rated 65% (Issue 3)

NICK FALDO'S CHAMPIONSHIP GOLF • Grandslam

Best golf available on CD32. Bar none. Good graphics, masses of playability and although a touch slow, still huge fun.

ACG Rated 90% (Issue 1)

NIGEL MANSELL'S WORLD CHAMPIONSHIP • Gremlin

A very playable racer with plenty of depth. No two-player mode though.

ACG Rated 74% (Issue 1)

O

OSCAR • Flair Software

Spectacularly colourful and detailed graphics. Lots of neat touches, but the overall effect is confusing.

ACG Rated 59% (Issue 1)

OUT TO LUNCH • Mindscape

Inspired by arcade classic *Burgertime*, this fun platformer has lots of fast action old-style gameplay with plenty of power-ups and levels. Slick and entertaining.

ACG Rated 78% (Issue 4)

OVERKILL • Mindscape

A competent update of the classic *Defender* coin-op: fast, slick and playable. (In Doublepack with *Lunar-C*)

ACG Rated 67% (Issue 1)

PGA EURO TOUR • Ocean

A golf sim par excellence. This faithful recreation of the Mega Drive classic improves on the original. Not to be missed.

ACG Rated 93% (Issue 8)

**PINBALL FANTASIES**

• 21st Century Entertainment

Four playable and colourful tables provide masses of fun with great soundtracks. 1-8 player option is fun.

ACG Rated 87% (Issue 1)

PINBALL ILLUSIONS

• 21st Century

The only pinball game on any system, it's as simple as that - this is among the cream of CD32 releases. If you've ever wanted to play pinball, buy this now.

ACG Rated 96% (Issue 8)

**PINBALL PRELUDE - Effigy**

A challenging pinball game which, whilst failing to match the classiness of Pinball fantasy's, offers some alternative and intriguing themed tables.

ACG Rated 89%

PINKY • Millennium

Cute platform antics as you try to save the dinosaurs from extinction. Disappointingly, it makes no real use of the CD32's hardware.

ACG Rated 84% (Issue 6)

PIRATES • MicroProse

Despite a slick intro and excellent presentation screens, this looks distinctly 8bit. Underlying gameplay is sophisticated though. Worth investigation.

ACG Rated 79% (Issue 1)

POWER DRIVE • US Gold

Isometric racer made frustrating and irritating by the dodgy control. A non-starter alongside *Super Skidmarks*, *ATR* and *Roadkill*.

ACG Rated 68% (Issue 14)

PREMIERE • Core Design

A varied and imaginative platformer flawed by awkward controls. Some of the puzzles are imaginative and it's worth a look if you can't get enough of them.

ACG Rated 65% (Issue 2)

PROJECT X • Team 17

A classic side-scrolling shoot-'em-up with masses of power-ups, fast-moving enemies and slick backdrops. Unoriginal, but as playable as it gets.

ACG Rated 89% (Issue 1)

Q

QWAK • Team 17

A hugely playable game inspired by Taito's classic *Bubble Bobble* coin-op. Action is simplistic, each level is just a single screen, but it's so much fun! Great two-player mode. (Doublepack with *Alien Breed*.)

ACG Rated 84% (Issue 1)

RALLY CHAMPIONSHIPS • Flair

Excellent arcade racer which utilises an unusual viewpoint not seen before in this type of game.

ACG Rated 89% (Issue 10)

RISE OF THE ROBOTS • Mirage

Graphically incredible mechanized beat-'em-up with playability to match. This is the game to show off your CD32.

ACG Rated 90% (Issue 6)

**ROADKILL • Grandslam**

Crazy, vicious and futuristic road-racing, this is the *LED-Storm* for the 90's. I

ACG Rated 91% (7)

**ROBOCOD • Millennium**

A colourful and playable platformer, albeit perhaps a bit easy. Much like the *Zool* games, this isn't as brilliant as the hype would lead you to believe.

ACG Rated 80% (Issue 1)

RYDER CUP GOLF • Ocean

Brilliant presentation, but in-game graphics move at a snail's pace and ball movement is entirely unconvincing. If golf is your thing though, it's definitely worth checking out.

ACG Rated 68% (Issue 2)

S

SABRE TEAM • Krisalis

The isometric graphics are realistically detailed, creating a great sense of atmosphere. Fans of the *SAS* will love the game's depth, but others will despair at the slow pace.

ACG Rated 78% (Issue 3)

SECOND SAMURAI • Psygnosis

No different to its A1200 predecessor, this boasts good graphics, some imaginatively varied puzzles and a neat two-player mode that extends its playability extensively.

ACG Rated 85% (Issue 3)

SEEK AND DESTROY • Mindscape

A simplistic and somewhat less than spectacular overhead shoot-'em-up game. Quite playable, though.

ACG Rated 62% (Issue 1)

SENSIBLE SOCCER • Renegade

Tiny sprites and a control system which is more suited for joystick than joypad are somewhat off-putting, but overall this is a sophisticated and very playable and enjoyable soccer simulation.

ACG Rated 91% (Issue 1)

**SHADOWFIGHTERS**

• Gremlin Interactive

The best beat-'em-up on the CD32, with loads of special moves and characters. It'll give you a good punch on the bottom!

ACG Rated 91% (Issue 12)

**SIMON THE SORCEROR**

• Adventure Soft

With a fantastic soundtrack and voice-over, this great adventure has enough puzzles to make this a treasured buy.

ACG Rated 90% (Issue 4)

**SKELETON KREW • Core**

Good looking, console-style isometric shoot-'em-up. Tough gameplay makes it one for hard-nuts only.

ACG Rated 87% (Issue 9)

SLEEPWALKER • Ocean

A novel arcade puzzler where you use a dog to guide the hero. Fun, but tough and awkward control system. Strictly love it or hate it software - try before you buy.

ACG Rated 80% (Issue 1)

SOCCER KID • Krisalis

An average looking platformer is made exceptional by an imaginative control system - the eponymous kid is capable of some great stunts with his football.

ACG Rated 88% (Issue 5)

SPEEDBALL 2 • Renegade

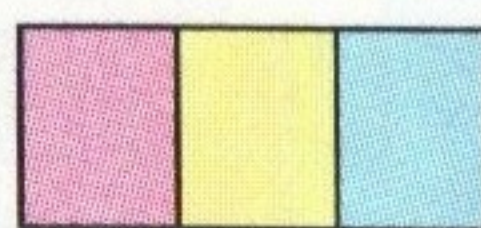
Despite audio enhancement and graphics using the CD32's vast palette, this plays identically to the 16-bit version.

ACG Rated 90% (12)

**STRIKER • Elite**

A dated A500 footie sim. Terrible graphics, poor ball control and the game plays too quickly.

ACG Rated 43% (Issue 2)

SUB WAR 2050 • Microprose

Atypical Microprose fare. You'll need bags of patience to sit down and work it out, but doing so is rewarding. Sim nuts will go bananas, others should suck it and see.

ACG Rated 82% (Issue 8)

SUMMER OLYMPIX • Flair

Games such as kayaking, boxing and archery ruined by lacklustre programming. Too bad to think about.

ACG Rated 37% (Issue 2)

STAR CRUSADER

Gametek

Excellent PC-style space shoot-'em-up. A cross between Wing Commander and PC Tie-Fighter. Issue 19

ACG Rated 95%

SUPERFROG • Team 17

While hardly pushing the CD32, this budget priced platformer plays well with lots of variety and challenge and a lot of platforms to leap. Cute hero.

ACG Rated 85% (Issue 2)

SUPER LEAGUE MANAGER

• Audiogenic

The best, and the only, footy management game on CD32. Simple and attractive interface promotes ease of use, plus neat match sequence to boot.

ACG Rated 90% (Issue 11)

SUPERLOOPZ • Audiogenic

Remember *Pipemania*? An addictive puzzler - easy to get into, and an excellent two-player mode.

ACG Rated 82% (Issue 11)

SUPER METHANE BROTHERS

• Apache Software

Great two-player action in this slick, noisy *Bubble Bobble* variant, but lack of variety and passwords means this can pull in one-player mode.

ACG Rated 83% (Issue 3)

SUPER PUTTY • System 3

An entertaining and original platformer, and one of the better early CD32 releases.

ACG Rated 70% (N/A)

SUPER SKIDMARKS 2 • Acid

Rip-roaring racera with splendid 3D sprites and tough as a rugby team. Girly wuss-bags need not apply!

ACG Rated 92% (Issue 11)

SUPER STARDUST • Team 17

Okay, it's basically *Asteroids*, but the gameplay is tight, powered-up and highly addictive with superlative graphics, especially in the amazing tunnel sections.

ACG Rated 90% (Issue 5)

SUPER STREET FIGHTER 2 TURBO

Gametek

The 'turbo' version features bigger sprites, more detailed backdrops and some dramatic super finishing moves but doesn't play as fluidly as US Gold's *SSF2*. Issue 19

ACG Rated 94%

SYNDICATE • Mindscape

Top quality marriage of the strategy of *Populous*, the action of *Cannon Fodder* and a whole lot of blood and gore of its own.

ACG Rated 93% (Issue 13)

THE CLUE • Neo

A fun graphic adventure with a nice original theme. Worth a look for those of a criminal persuasion.

ACG Rated 80% (Issue 10)

THE LOST VIKINGS • Interplay

One of the best games around, and a great mix of arcade action and tantalising puzzles. Great fun, even though unenhanced for CD32, and bound to keep you entertained for ages.

ACG Rated 90% (Issue 1)

THEME PARK • Mindscape

The one and only amusement park simulator. Take *Sim City*, add a few sprites, a dose of fun and you're halfway there.

ACG Rated 94% (Issue 8)

THE SEVEN GATES OF JAMBALA

A dreadful platformer which looks like an 8bit game and plays even worse. Worth buying our back Issue 1 just to laugh.

ACG Rated 8% (Issue 1)

THOMAS PINBALL

Alternative Software

This one suffered as it came in the same issue as Effigy's superior Pinball Prelude. However it's aimed at a younger age group for which its simplistic tables should be ideal.

ACG Rated 78% (Issue 20)

TOP GEAR 2 • Gremlin

The Lotus game engine is reused one more time. Faster & slicker than before, but the tracks are monotonous, car handling uninvolved and the music awful.

ACG Rated 75% (Issue 4)

TOTAL CARNAGE • Ice

A classic coin-op almost totally ruined by sluggish movement, poor collision detection and a lousy control system. Truly awful.

ACG Rated 45% (Issue 2)

TOWER ASSAULT • Team 17

The follow-up to *Alien Breed 2* is everything that game should have been - and more! The best example of its type to appear in a long time.

ACG Rated 91% (Issue 7)

TOWER OF SOULS • Black Legend

The compelling fusion of fantasy role-playing and action packed arcade combat makes *Tower of Souls* one of the most exciting releases to come out on the CD32 this year. Having already won over the Amiga press, it arrives amid high expectations on the CD32.

ACG Rated 84% (Issue 16)

TROLLS • Flair Software

A cutesy platformer with 14 different levels. Reasonable fun, but not up there with the best CD32 platformers, and strictly for young 'uns only.

ACG Rated 67% (Issue 1)

TURBO TRAX

Kompart

Sssmokin top down race-'em-up taking loads of landscapes from arctic to desert. The super smooth scrolling is a delight to behold, but it's tough!

ACG Rated 90% (Issue 15)

UFO — ENEMY UNKNOWN • Microprose

A good conversion let down by irksome controls. If you can ignore these, then it's a challenging treat.

ACG Rated 80% (Issue 6)

ULTIMATE BODY BLOWS

• Team 17

A humongous beat-'em-up with 23 characters, numerous combat moves and incredible addictiveness, plus a great knockout bout.

ACG Rated 93% (Issue 2)

UNIVERSE • Core Design

A prosaic adventure lifted by an epic storyline, stylish graphics and classy music.

ACG Rated 88% (Issue 5)

VIRTUAL KARTING • OTM

Fiddly at first but perseverance pays off in this race

game which owes more FI Grand Prix than it does to *Mariokart*.

ACG Rated 84% (Issue 21)

VITAL LIGHT • Millenium

Odd hybrid of *Space Invaders* and *Tetris*, this is a high-level reaction test, but gameplay is repetitive.

ACG Rated 81% (Issue 6)

WEMBLEY INTERNATIONAL SOCCER

• Audiogenic

Despite a wealth of play options and a choice of view options, this falls down on poor joypad responses.

ACG Rated 76% (Issue 3)

WHALE'S VOYAGE • Flair Software

A great intro track and lots of depth make this an intriguing RPG, but weak graphics diminish the game.

ACG Rated 80% (Issue 1)

WHIZZ • Flair

Surreal isometric platform adventure with some slick visuals. Anyone remember *Head over Heels*?

ACG Rated 92% (Issue 10)

WILD CUP SOCCER • Millennium

Sure, it looks gorgeous, but this ultraviolent sports sim has minimal gameplay.

ACG Rated 65% (Issue 5)

WING COMMANDER • Electronic Arts

The classic space opera is slickly presented with an involving storyline, even if gameplay isn't as sophisticated as you first think. Getting on a bit though.

ACG Rated 86% (Issue 1)

XENON 2 • Bitmap

The Bitmap Brothers at their best. Classic blasting action that will have you reaching for the Deep Heat rub to calm your sore joypad hand. Superb graphics, stunning playability and a good music score to boot.

ACG Rated 88% (Issue 16)

XTREME RACING • Guildhall

A classic example of biting off more than the Amiga CPU can chew. This attempt at a *Mariokart* style racer is lost in the confusing display. A technical achievement but not something you'd want to play again.

ACG Rated 67% (Issue 21)

ZOOL • Gremlin

Masses of onscreen colour, a great intro and impressive soundtracks. Shame the gameplay's so limited.

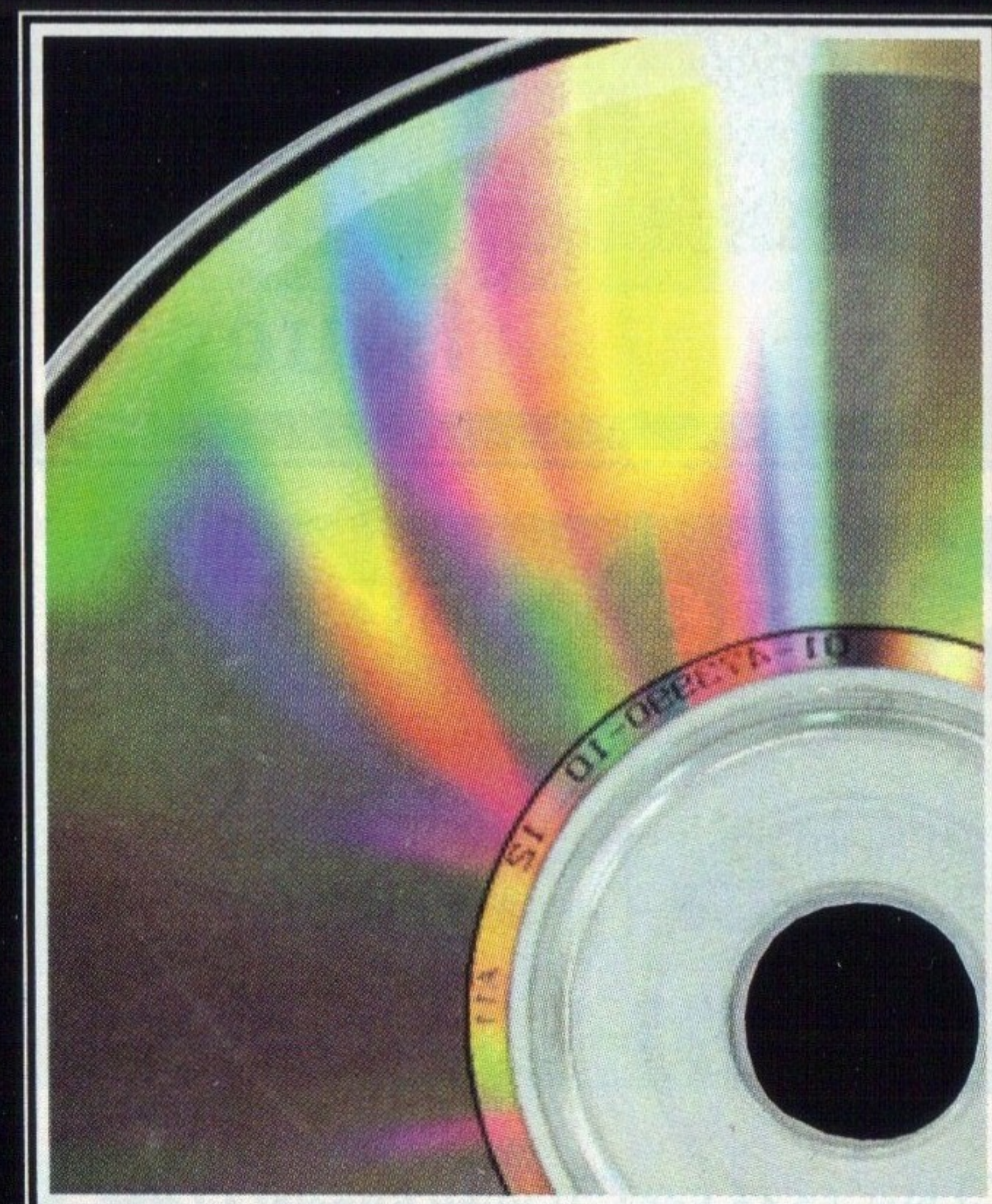
ACG Rated 60% (Issue 1)

ZOOL 2 • Gremlin Graphics

Slick presentation, good CD tracks and impressive graphics, but gameplay lacks zest.

ACG Rated 70% (Issue 2)

UWZ



Back issues

Magazines Available (with disks)

These are still available, magazine and disk intact. Order now to avoid disappointment!

issue 7

CD32-enhanced **Tower Assault** review, plus **Beneath the Steel Sky**, **Roadkill**, **Fields of Glory**, **Marvin's Marvellous Adventure**, **Alien Breed** and **Jungle Strike**. Previews of **Evasive Action**, **World Cup Golf** and more. There's a **Universe** solution plus **Gunshop 2000** tips. Disk includes **Bump 'n' Burn**, **Beneath a Steel Sky**, **Kid Chaos**.....

issue 7 special

Identical to our regular **CD32 Game 7**, except that along with all the top games detailed above, you also get the complete game of **Lamborghini American Challenge** from **Titus Software**! Packed in a stylish jewel case with a full instruction booklet, this is the ultimate covermount.

issue 8

At last - **Theme Park** arrives! Also reviewed - **Pinball Illusions**, **PGA Euro Tour** and **Subwar 2050**. Preview of **Frontier II** plus **David Braben** interview. Tips include a **Beneath a Steel Sky** solution. Cover CD features our most popular cover demos such as **Banshee**, **Body Blows**, **Chaos Engine** and others, and also features a new **Clockwiser** demo.

issue 9

Skeleton Krew blasts on to the **CD32** and gets a full review. Also features an interview with the programmers of **UFO II**. Reviewed - **Flink**, **Benefactor** and the **Dizzy Collection**. More **Jetstrike** and **Jungle Strike** tips. Cover CD features **Emerald Mines**, **The Big Engine** and **Akira**, plus more classic demos.

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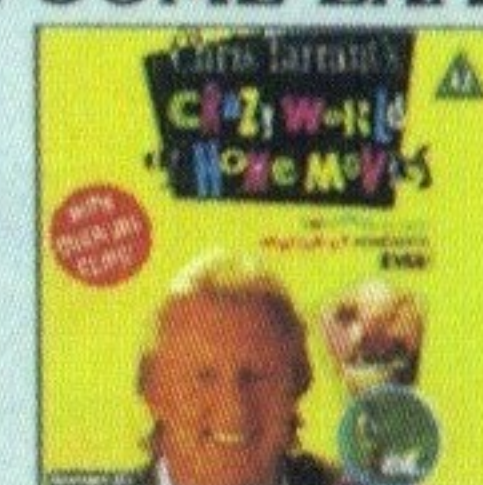
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